

# ACE

■ ST ■ AMIGA ■ C64 ■  
CPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA ■

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 Tel: 01-321 8281  
 Fax: 01-321 8281

**Editor**  
 Steve Coles

**General Manager**  
 Ian Haynes

**Business Editor**  
 Laurence Goodall

**Design Editor**  
 Jim Wells

**Contributors**  
 Eugene Luby  
 John Goss  
 Christina Gunkel  
 Pat Kennedy  
 Max Kennedy  
 Gordon Lee  
 Russell Pearson  
 Neville Priest  
 Jay Sacks

**Artistical Design By**  
 John Blayden

**Illustrator**  
 Geoff Fowler

**Photographer**  
 Edward Park

**Advertising Manager**  
 Daisy Williams

**North Advertising Manager**  
 Jerry Hall

**Advertising Production**  
 Melanie Cook

**Publisher**  
 Tony Pratt

**Subscription**  
 EMAP Group Ltd, PO Box 100  
 1 Lambourne Road, Basingstoke, Hants RG24 0AE

**Head Office Telephone**  
 01-321 8281 (9 lines)  
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**Teletext**  
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### A LYNX IN THE LIFE 21

ACE received an anonymous letter from a Lynx owner this month. We thought you should read it.

### ATARI SPEAKS 34

In a special - ACE interviews Bob Gindoff about the Panther the Lynx and other developments at Atari Ltd. Will there ever be a £100 ST?

### REG-GEO UPDATE 35

Not all is gloom. The Mac Geo - byte processing power and the most expensive video-games in the history of computer entertainment.

## THE ACE TREATMENT

The best production version of MS-DOS winter into the streets - how does it play? How does it perform? one of the most complex retail strategy games ever in Europe, and Microsoft's latest challenge. Player Manager for league footballers. Remember - every game reviewed in ACE is the illustrated product - no production version is ever tested, but not need. They're marked with a \* in the list below. That way you can be sure the games we test are the games you play.

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## TRAINS, PLANES, AUTOMOBILES... AND TANKS

**Anti-tank shells**

**HEAT**  
 This shell is designed to penetrate the armor of a tank by using a high velocity jet of molten metal to melt through the armor.

**HEAT-FRAGMENTATION**  
 This shell is designed to penetrate the armor of a tank by using a high velocity jet of molten metal to melt through the armor, and then fragment into a cloud of high velocity shrapnel.

**HEAT-FRAGMENTATION-INCENDIARY**  
 This shell is designed to penetrate the armor of a tank by using a high velocity jet of molten metal to melt through the armor, and then fragment into a cloud of high velocity shrapnel, which is also incendiary.

Heavy rifle shells up there with the new! Tracer (page 32) enters the game in Europe, and the new up-up (page 18) - same as the 'new' (page 14) - and get all listed up in the definitive ACE list on armour and rifle (page 10)

# WALK TALL,

# THE RACE IS ON

CD games technology took one step closer this month with Miramax's announcement (see page 88) that they are to be developing CD titles for release in 1991. Some of these titles will be produced through a joint-venture agreement with Cinemasave for the development of new technology. But what about other UK companies? The CD-ROM games revolution is rapidly approaching and the launch of CD-i in this country is now exactly a year away. Commodore and (regularly) Alan are working on CD systems, it's all go...except, that is, for the software houses (Miramax accepted). It's understandable that software should be reluctant to develop for a market that doesn't yet exist, but let's not forget that these titles will be development intensive and could take many months to produce. UK companies know this - they are already busy developing titles for existing CD platforms (NEC and FM Towns) to ease their transition to the new technology. British companies MUST follow suit as quickly as possible if they are not to be left behind in the race to dominate tomorrow's games market. Those who can't go it alone should look for partnerships either with the US or other UK companies - otherwise the world's most innovative software industry could be heading for a fall.



Screen shot from Conquest. Disk reviewed on page 33

## GAMEPLAY

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### TRICKS AND TACTICS 75

The definitive guide to 'I'm on the Edge' plus game for players of Ninja Warriors. Roman on the CPC. Never Mind and more.

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### SHOOT FROM THE LIP 13

ACE readers judge once again that the pen is mightier than the sword (orbit).

### FREE ISSUE! 30

Some people have all the luck - they get off luck and send for ACE is also enough their letterbox - and they get some special reader benefits as well. They're called subscribers. Join them.

### IN THE PINK 95

Hardware software, puzzle reader's ads (clear information diary and I that's not enough you also get the best advice in the industry - all in the pink).

### PAGE 11 11

A new regular monthly section that takes the best of some new games and stamps it on today's page.



Great Escape - the most advanced Message game in Ace (see page 44)

## WIN! WIN! WIN!

### WALK CD 84

There's a new CD Walkover on the cover. And winners are here get three for lucky ACE wins are available for the launch of Commodore Plus 28 games for systems up.

### TYCOON 100

Don't forget the ACE Standalone - the best advice in the ACE AND the chance grab yourself some prizes.

# WALK CD



# ACE NEWS

51-GD BEING DEVELOPED, NEW SOFTWARE LABELS, UNSUNG HEROES

## ATARI DEVELOPING CD-ST

Atari is actively developing a CD device for the ST as its hardware engineering backbone is being sold. California, the device are available at present, but a machine is likely to be launched in the future.

In Alan Spink's column, "More developments in a range of British patents in the States" but doesn't that there is currently working on a CD-ST. "Main will be a CD device when the market is identified".

Alan showed us some "backstage passes" to over 50 software developers at a special two-day conference held in Cambridge last month. These STC and Lynx software developers have all signed three-monthly agreements including NEC to believe Alan has something special up his sleeve.

Alan's interest is also developing a CD-ROM based around an existing 16-bit micro. Although the Amiga Baby CD machine has yet to be publicly announced or even Commodore stepped a working model to software developers at this year's Winter CES show in Las Vegas. Commodore is still denying its resistance to the press.

Baby is a totally updated version of the Amiga A500, giving it the most basic look of a piece of Japanese kit. It has a built-in CD-ROM drive with a storage capacity of over 500Mb of data allowing you to store in the region of 200-500 games files on a single compact disc. All Baby games are enhanced versions of standard Amiga titles with CD-quality music and sound effects like similar CD-ROM systems such as the Turbo PD Twins and NEC PC Engine, you can also use the Baby's CD device to play ordinary music CDs. Baby also offers transmission for remote playback and keyboard. The standard system will be supplied with a keyboard and some of the standard Amiga parts have also been dropped off. This is because Commodore is shifting the Baby as a new home entertainment system not as a music - it's aiming to create a new market.

Baby is expected to be on sale in the autumn for approximately \$499 for the basic model. The wireless keyboard will cost another \$30. Commodore would like to hold an Amiga Baby software developers conference in London making major UK games publishers as hopefully the system will have a wealth of software titles available for it at launch.

## COIN-OP COMPANIES CREATE CONSOLES

Following the success of Sega with its games consoles and SNK's recent launch of the dual microprocessor NEO-Geo games system other leading Japanese console manufacturers are rumored to be working on their own consoles for the home market. If these companies do produce their own machines it would revolutionize the home console sector - it could even take us to the play terminals.

Intelligence is very scarce at present, nobody is willing to openly talk about their future development plans but ACE has managed to uncover details on at least one new console prototype.

Code East - the arcade firm responsible for NeoGeo, Dragon Age and King Of Kings - is said to be working on a conceptual 16-bit console with the best graphics display ever produced on a homebased system. Unfortunately its exact specifications or release date details are available at present.

ACE will keep you informed of further developments in future reports as watch the space in the theoretical exclusive details of the revolutionary NEO-Geo games system appear on page 36.

## NEC PLANS £99 PC ENGINE

After months of speculation NEC is finally going to officially launch its full PC Engine console in the UK. The price is expected to be £99 the release date is set for late summer. It promises the PC Engine is sold in this country by official grey importers - without

any endorsement from NEC itself.

The PC Engine was released in Japan about two years ago and went on sale in the States last year under the name TurboGrafx-16 in that machine with advanced multi-clip hardware. Some of the PC Engine games are available for instance SType and Gunbird are probably the best shoot-'em-up on any home system. It also has an optional CD-ROM device and software.

The £99 price very graphics-stating based and sophisticated games certainly make this baby an attractive purchase in the marketplace but the quiet nature of the Japanese PC Engine model may be a demerit long term factor in terms of future software and peripheral support for this console.

## ELECTRO-COIN LAUNCHES SOFTWARE DIVISION

Electrocoin the largest European arcade manufacturer has set up a software division to produce home software on home formats.

The first title to be released is Time Soldiers by SNK the Japanese coin-op company responsible for such famous Street Fighters and the new NEO-Geo games system. A shooter/shooter Time Soldiers is being converted to ST, Amiga and C64 - with Spectrum and CPC versions currently under consideration. Electrocoin Software is trying to exploit each machine's particular strengths to enhance the Amiga version, multi-directional keypad control and bidirectional scrolling. In addition, extra features not found in the original original have been incorporated to enhance the gameplay such as secret levels and bonus graphics.

Although initial releases will

be console conversions. Electrocoin Software hopes to develop original titles in the future. The cost eventually tend to original converted Electrocoin Software being converted over to console format - though this conversion has yet to make any significant degree of success.

Luffen De Caine director of Electrocoin Software explained why the firm is now looking to build an in-house software development department. "We get a software development company to improve their skills".

## LOGOTRON GAINS MILLENNIUM



Logotron's award games will be played on the millennium.

Logotron Entertainment the producer of Antipangop, GOR and Starfly - has launched a new entertainment label dealing with arcade adventure, futuristic simulation and strategy games.

MILLENNIUM will publish games on C64, ST, Amiga and PC while releases are possible in the making console and handheld machines. The first three releases due are Cloud Kingdoms, Revolution 164 and Thunderbolt. Other titles by Subtle Soldier and New Zealand Story. Cloud King Storm is an ongoing strategy safety platform attack adventure by Dave Carter, the progression of Fawcett's Cloud and Enlightenment. While Revolution 164 is a futuristic vehicle simulation featuring the 3D vector and sprite graphics system. Last come is subtle Software's earlier Antipangop, finally Thunderbolt is a Logotron ST arcade



See why take the rest of the ST Time Soldiers.





# THE ACE DEBATE...

## SOFTWARE LICENSING - GOOD OR BAD?

**W**elcome to a new section in ACE, a section which you are automatically encouraged to participate in. Every month we will choose a controversial subject connected with Advanced Computer Entertainment and ask leading industry figures for their opinions on the matter. You will then be offered the chance to contribute to the debate via a telephone vote. The results of which will be printed in the following issue of the magazine. Welcome to the ACE DEBATE.

We've decided to kick off the ACE Debate with a subject that has caused quite a furore in recent months - the subject of software games licensing, where a software company will fit in a game with the label 'TM show look or copy'.

### THE CASE FOR

Dean Software has been one of the most prolific companies in the field of licensing games software. In fact, it leaked off the whole idea in 1983 when it gained the official home computer distribution rights to the *HomeBash* series. Since then, every day, Dean has produced a steady stream of licensed games from the westerns *Night Rider* and *Steel Dawn* to the likes of *Polynesian Adventure*. More recently, the firm has signed considerable contracts with *Batman: The Movie* and the *Gothic* series. Gary Sherry, Software Development Manager at Dean explained the benefits of licensed software:

*"I can't guarantee it will be the I think software, but I can guarantee it will be enjoyable for those who buy it. And by putting it out we hope to grow the industry."*

How does licensing benefit an individual, contributing to the rise of new types of licensed software?

"When you buy a license for a computer game you purchase a ready made high profit for the game on the back of the marketing of the original product. When Johnnie's going into the shop, she asks for *Batman: The Movie* not *TM* because she's a fan of the original *Batman* film



Screenshot from *The Movie Game* of *The Iron Horse* licensed game.



ACE: This game is showing that even in the era of licensed games

and its associated marketing. There's better visibility being with licensed games. But you need a game idea with quality and a people licensing has been abused by many software companies in the past although I don't think it has been as high flying as we like to be proud of today (a more subtle note). Beyond the only types of games that seem to sell so that marketing it's difficult to sell on if the product is good a license helps. It's just a question of market entry.

The disadvantages of software licensing are the least subtle, indeed, and sometimes you're offered a license which may not be suitable for conversion to a computer game. In this respect, *PlayStation* was a very hard path to produce. But the advantages of software licensing speak for themselves. Although was a computer game cancelled?

And there's one final point about licensing that many people forget - computer game licenses don't just benefit sales from the film business - they also license games which help to build the industry by establishing contacts with the entertainment game makers helping to give the game market a more assured future.

### THE CASE AGAINST

Mark Cain is the Managing Director of System 3 - a software company that has produced a widely respected collection of original games including *The Last Ninja*

*International Karate* and *Ku*. But as far as Cain is concerned, with software licensing taking over the games market he "might as well get on today".

"I licensed games is a near invisible purchase for parents and other retailers when buying their kids a game. They've heard of the film and buy the game on the back of the huge word-of-mouth marketing spend of the product. Although there's one or two companies producing decent licensed games, most just set out poor rate games. The *Movie* line one of the few licensed games, it was far better than people were expecting. Gary Sherry at Dean is one of the few people who know what a good game is. The game market is now being dominated by licensing. It takes three years to develop an original game like *Myth* - which is generally regarded as being the best original game on any list format. But *Myth* was one of our best selling

games ever because it was sold in a market dominated by licensed games.

We're taking the market. It stops innovation. The same is more important than the game. People are being cheated. Game programmers are being exploited because of a lack of money. Software companies pay so much for the license that there's no cash left to pay programmers, royalties on the sales of the game. How many original software licenses are left in the market now?

We will never see a licensed game I believe in quality and innovation. Every original game must be far better than the licensed one. The most people in the industry don't play games. They've just started making money. It's one of the few Managing Directors that don't actually enjoy playing games."

*"We're taking the market. It stops innovation. The same is more important than the game."*

Mark Cain, Managing Director System 3

## WHAT DO YOU THINK?

You've read the case for and against software licensing. So what is your opinion on the subject? If you have to choose we pick up the phone. It's a number ending like your code.

**0898 408 788** - "I think software licensing is a good thing and should continue."

or  
**0898 408 789** - "I think software licensing is ruining the software games industry and should be stopped."

The results of the survey will be announced in a future issue of ACE.

If you want to have a more detailed say on the subject of software licensing, then please write to ACE, LICENSING DEBATE, Penny Court, 35-39 Farnington Lane, London EC1R 3BU. Alternatively fax us on 01-495-0992.

Also, if you want to see a particular subject debated then write or fax the address and number above.

There are also other subjects which you can vote on, members of the ACE DEBATE.

Vote us through to the next issue, and the programme which you can vote on. See you in the next issue.

# ACE



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It's a



**world!** The battle-scarred futuristic road warrior, dressed in leather and steel becomes a multi-format game from MINDSCAPE this Christmas. Mad Max © 1979, Warner Bros. Inc. All Rights Reserved. **The main rate**

**of CORPORATION TAX stayed**

**unchanged at**

**A** delicious programmer called Donk, a company best C64 games in the

on C64 and Amiga from Spectrum and ST

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**anniversary of DAN DARE's debut in the Eagle Comic with the release of**

**Lead on brave adventures: your**



seventy. Donk's classic laser disc adventure hits the Amiga

again courtesy of READYSOFT, INC./ENTERTAINMENT INTERNATIONAL in DRAGON'S LAIR/ESCAPE FROM SINGLES CASTLE priced at £44.95/£44.



**on Spectrum, C64, CPC, ST, Amiga and PC.**

**“** In the depths of depravity, you must extinguish the roaring satanic flames of Expect super sexy Steve Bak screen scrolling, pray for matching gameplay. FIRE AND BRIMSTONE from FIREBIRD



**”**

**D**o you feel lucky punk?

This is a



the most powerful hand-gun in the world, it can blow your head clean off. Harry Callaghan, the toughest cop in the movie-history is out of Xmas from MINDSCAPE on Amiga, ST, PC and Nintendo.



# LETTER BOMBS

YOUR VIEWS ON ADVANCED COMPUTER ENTERTAINMENT

## ULTIMATE VICTIMA

I am writing to congratulate you on your article regarding the PC war. I am extremely pleased to see not only a review of Digital's CD-ROM but also a review of the CD-ROM. The CD-ROMs of games are simply better in my own opinion and if we're the best games in computer history I hope that it is the PC computer that playing game will become obsolete. The best PC games: *Hangover*, *World*, *Wings* and even *Dungeon Master* are all good games but lack the essential ingredients of all PC's computer alternative with characters like *Myst* and *Legend* combinations are a complete absence of the experience. CD's have so much more substance than PC's. The PC's of the past were platform or arcade games - the game elements to launch and games like *Myst* and *Legend* will undoubtedly lead the way.

Anyway I do hope that the PC's will produce the strategy and relevant facts of computer. I hope to see good work *AGE* and *Digital* on CD's.

Julius Roth, London

• Our tour

## UNEMPLOYED? JOIN THE CLUB...

I was able to find a great price for unemployed computer software. My idea would be to set up a club in order for all members from the UK to the USA. Each of the formats would be divided into individual sections, run by a small number of dedicated users. If possible there would then set up their own PC and information services. A newsletter would be produced featuring relevant news information from each individual section. I would like to hear if Computer Users/Devs Britain Back could users help column and a member for each of the countries.

To set up such a large club there would have to make a small charge to members to cover running PC software being together and provide of the news letter. Although primary needed for low cost/development centers, my personal opinion is computer is quite welcome to go international users will receive special benefits and excitement.

## ACE FEEDBACK



I have been reading your magazine, along with others, for several months now, and while the others were not entirely a waste of money they are more than good enough of the superiority of your magazine, particularly with regard to news. At the end of the Letters page of the 1990 American issue of ACE, you stated as for our valued on the burning issues of the day see CD-ROM hardware, the laws, consoles, Digital Justice, NEO-Geo, or at Web, here's more! I deeply appreciate for the extensive length of this letter but nevertheless you asked!

I began with I do not feel that CD will be well off since Philips has forced and forced ahead with the launch for so long that companies are likely to say screw it and invent the Prize have decided rather foolishly to position it at the business market - which in turn is not in the slightest bit interested in non-essential media like CD. At the end of Electronic Arts correctly pointed out. I believe therefore that CD-ROM is the front runner in this regard though not in expensive machines like the Saturn, which will be likely to sell as many units as an Amiga or if even makes it to our shores. The next up there can only be the basic ST & Amiga. You must remember that Japan and America have more disposable income to spend on computers than we do, not to mention the fact that in America there are through thousands of computer companies & dealers competing with each other. This means that the chance of product there is extensive and quite cheap. Who in this country would call the Macintosh a home machine? In America it is.

Over here I feel the biggest CD-ROM company will be NEC and its PC Engine - if they decide to sell it here - but generally I think it will be a great deal larger than you think before we are playing with CD machines & software that are reasonable in price and exploit the technology to the fullest, (perhaps it will be 10 years before we are £20-£70 for Saturn games is NOT reason given in short, the price of CD hard & software has got to come right down. Sorry, but it looks like you won't be joining your ST & Amiga yet yet!

I am more optimistic about the future of consoles, although SNK are immediately a big place if they are going to sell their console as £300 and cartridges at £10. I am sure you can buy your own computer for that, although 40-megabyte disks are not to be sniffed at. The price point your console maker should reach for is £100, any more than that and you are encroaching on computer territory - I find that this country is lagging on machines of cheap PC's machines!

Yes, another point to make is that so far the staff for the Magazine & The Engine have been mostly excellent, largely thanks to some masterly Japanese programming and, especially more importantly, some extremely tough publishing. Now that America and very soon Europe are entering the SuperConsole equation, can we expect their releases to be as good as the Japanese? Again, in my opinion no, largely because we do not play to the same exciting degree as the Japanese, and when you think about it, we do not have their consistently high quality producing standards across the board. Think about it, you go around any European & American company and compare their standards of coding and playtesting with the Japanese and you'll see what I mean. Now I am not saying that we and the Yanks will not produce some mean level of programming on the Magazine & Engine that will be as good if not better than their largely well established staff, it's just that I believe that the Japanese will produce such events a little more often than us, thus ensuring that they remain the cutting edge of SuperConsoles.

Pepe Moore's Digital Justice computer comic sounds promising, although you did not elaborate on the play aspects of the product itself very much. To me, this sounds much more desirable than writing time and money on the elusive computer mouse. This is a path that requires further investigation - How are you looking of any beta bit for Digital Justice? Will you compare to Steve Moore for such a wonderful concept. LucasArts & Disney, Omega - will you hear out?

James McLean, Carlisle, Glasgow

• *Digital Justice* First: Philips are releasing a home version of CD4 in 1992 (see JAE article in this issue) and they are currently putting up backs behind some entertainment programs in the USA that were however provided. Second: remember how long it took for NCR to achieve their 'best' PC? Not so long as you think, and the original entry level price was a lot higher in real terms than CD will be. ACE will be carrying its first proper CD-ROM review next month, and we intend to be printing them regularly when two years.





Games

# DAN DARE III The Escape



IBM PC



ATARI ST



AMIGA



CBM 64



SPECTRUM



AMSTRAD

IBM PC	£24.99
ATARI ST	£19.99
AMIGA	£15.99
CBM64	£9.99 (CASSETTE) £14.99 (DISC)
SPECTRUM	£9.99 (CASSETTE) £14.99 (DISC)
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# HOLLYWOOD Interactive

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**C**ould you get around the corner? Only gamblers do what we get the machines what we're going to use them for? If gamblers know and they about the hardest market, it's that a machine without good entertainment software is about to walk at a pocket calculator. So where are all these great interactive CD games going to come from?

At the Interactive Media Trade Show, AIM is the software arm of Polygram Records, a subsidiary of Philips. It was created for the sole purpose of developing and marketing software for CD-i as defined by the standards agreed upon by Philips and Sony last April 24.

AIM has spent the last four years drumming up enough sales when CD-i hits the American market in early 1993 (and the UK three months later) we'll have games coming out of our ears. And we're not typical computer game titles either—a whole host of entertainment programs that could make many video games look like video tape programs.

Part of the attraction of CD-i is that the screen stays positively uncluttered. Gamblers prefer a nice machine because they are inspired by what it can do, and AIM has definitely spent the software resources as well as possible to build it all around Joe Public, Jerry Public, and even Public girl. That may mean CD-i games and even Public titles to use to meet one.

## NAME DRIPPING

According to David Petrovic, AIM's Senior Vice President of Sales and Distribution, one vital ingredient in their recipe for success is the type of companies that they are associated with.

"They are already recognized names in the marketplace," he said to The Info World. "First Liza Minnelli. Public Partners (AIM is currently producing a CD-i version of Parker Bros' Quill ABC Book). Yanni. Bruce Springsteen. We're going to have a few. They are contributing to AIM a package of software, such as trying to grab the public's

interest and get people to play. The play element is vital—CD-i is primarily entertainment." Petrovic told us, "and the educational possibilities are tremendous because we're making it into a game."

With the type of resources they have got, AIM should come up with some great gaming material. Petrovic has high hopes for Space Lords, a title that is being worked on by Spinwheel (already well-known in the US games market and currently producing a new Lord of the Rings game with Ocean Software for Nintendo) and will be ready in time for the launch.

Space Lords uses a mixture of animation and claymation with floating graphics and of course CD-quality music. Players can explore nine different planets in a space cruiser equipped with various missiles, scanners, computers and repair androids. There is the opportunity to converse with the mutated alien inhabitants (as far as we know) and fly different locations and, if necessary, fight them with lasers, swords or karate.

Space Lords sounds like a fairly typical computer game, that is, simply making better use of new technology. However, it's when you play CD-i titles like *Sevens 37* and *The Sound of the Sitar* where that you are able to get some idea of the extraordinary dimensions that the system can bring to gaming technology. It's hard to get across in words without sounding corny, but you really do begin to feel like you are actually there.

For example, in *The Palm Springs Golf Open*, ABC Sports' first major classic which famous Palm Springs course to play on. He then sees a panoramic view of the course, chooses to select a club and designate the direction of his ball. One click of the mouse and he sees a live player play his shot exactly as he does it on a TV. Sound effects include the public cheering for the golfer and the recognizable voice of an ABC sports commentator who speaks your play.

## THE FUTURE

Sandra Simon, AIM's Vice President of Product Development, gives us her opinion on the future of CD-i games.

"There is a lot of interest in the gaming market at present," she told us. "The challenge is to develop products to really live that market."

Simon is the mother of two daughters, aged seven and nine. When we asked her why girls start

CD-i is due for launch in exactly a year's time. If AIM's development program is anything to go by, there's going to be no shortage of entertainment software for it when it arrives. Nicola Breen and Jay Sacks report from Los Angeles...



AIM is currently producing a CD-i version of the classic game *Quill ABC Book*. The game is designed to be played on a CD-i system. It features a character named Quill who is on a quest to find the letters of the alphabet. The game is designed to be played on a CD-i system. It features a character named Quill who is on a quest to find the letters of the alphabet. The game is designed to be played on a CD-i system. It features a character named Quill who is on a quest to find the letters of the alphabet.



have their fair share of the programming as she mentioned the abundance of materials, and about 30 projects which offer lower female role. However she thinks that CDi will produce some really different options "like simple relaxing animations." She'll fall as "interactive game-playing puts you in intimate relationship with the characters." Right now AMI is working on a dating game that will lure teenage girls into the CDi camp.

Senior also thinks that the computer-graphics movement will be a major plus for the CDi. "If you're a kid with limited dollars, you will want our machines that will work well. Our big priority about a game is to get it up and running without needing a lot of instructions."

Senior is just one of the team of top notch people that AMI has assembled. The executives are all experts in their fields which include art, entertainment and education. Gordon Durlberg's experience background includes a term as President of Twentieth Century Fox.



Gordon Durlberg is from one of the earliest, an expert mentor of public view, perhaps by the founders, although this would have been false.

Marshall Linden, AMI's President and Chief Operating Officer in a distinguished academic, will expert in the field of education. Senior has had considerable experience in writing and publishing, as well as having been an Executive Producer for Disney Movie Fun, also on the development team. Has an extensive background in A and R from the years that he has spent with major companies. Senior's previous played a leading role in producing the compact disc industry in the States. He

**"I thought that dealing with Steve McQueen was tough work! I met my first software engineer!"**

Barbara Bradley, AMI Executive

#### Bill Dargatzis!

"The office of Bill Dargatzis was the office of CDi, members of 'Dargatzis and Dargatzis' the individuals clearly having game-related promises to make as a representative of software in CDi's terms. "He is looking at Dargatzis' advanced 'Dargatzis And Dargatzis' that will use the computer," says Steve Senior, AMI's then President of Product Development.

joined the Compact Disc Group to learn that new phenomena and it was evolved with the Laser Disc Action. To ensure that CDi has the right success.

"The other company is doing CDi software in the U.S." he told as "We're the partners that were not planning on looking a bad way."



Steve Senior is AMI's Vice President of Product Development. He is one of the early team of executives that will have connections. Senior has worked for Dargatzis and Dargatzis, a background which means as both office and author of children's books, as well as having been an Executive Producer for Disney.



Steve Senior, with a computer of one of the earliest, perhaps by the founders.



"Whether you want a software in the 'Dargatzis' you get on the same screen as the Best and Steve Senior's 'Dargatzis' that will use the computer. The program on the Best and Steve's computer will allow you to interact with the screen when Steve called in regards to both the computer screen. "What will the screen say to the best?" "What?"

## FMV - WHEN THINGS REALLY START MOVING

Finally thought to be a substitute of CDi (some of which you will see) is now due to the video industry. The history of the video. However, now available. A history of the video industry has led. However, now due to the video industry.

Now there are two. Technology makes it possible. However, now due to the video industry. The history of the video. However, now available. A history of the video industry has led. However, now due to the video industry.

Now there are two. Technology makes it possible. However, now due to the video industry. The history of the video. However, now available. A history of the video industry has led. However, now due to the video industry.



The video from the office of AMI's chairman, an almost as big thing. Gordon Bradley, the author of one of the earliest, perhaps by the founders, AMI's chairman in the 'Dargatzis' of 'Dargatzis and Dargatzis' that will use the computer. The program on the Best and Steve's computer will allow you to interact with the screen when Steve called in regards to both the computer screen. "What will the screen say to the best?" "What?"



## BREAKING THE SOUND BARRIER



**FLY**—and it's a beautiful sight. The game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment. The game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment. The game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment.



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**ALL**—the game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment. The game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment.



### Black, white, or both?

The **Black, white, or both?** (C) explains how the game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment. The game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment.



**IN**—the game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment. The game's graphics are a sight to behold in their own right. You'll have a great time flying through the sky in the game's 3D environment.



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Screen Shots from the Amiga version. AMIGA/KTAPS ST £29.99 PC £24.99

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# Test Driving the Sam Coupé

**T**he SAM Coupé is undubiously one of the most expensive 8-bit machines to date. With graphics to rival the ST and sound that comes close to that of the Amiga, this is not a machine to be ignored. But the question on everybody's lips is: Is this a machine which raises an overpriced-technology issue, or does it really have a place in the home-use computer marketplace of tomorrow? Before we give you the facts and figures...

Not only is the SAM a powerful graphics and sound machine, but also the very first machine to come with a built-in device for backing up software. Provided that you have a SAM with one or more disk drives, there is a button on the back of the machine which allows the current screen to be saved to disk. And once soft loaded games can be backed up to disk. Presumably it was necessary to buy a separate peripheral to achieve this. It will be interesting to see exactly how the industry takes to a machine which enables software to be duplicated so easily.

The most advanced feature of the SAM Coupé has been 11 Spectrum compatibility so it is not surprising to find that one of the SAM's four screen modes is derived from the standard Spectrum screen. Complete with 30 lines amongst parallel attributes that cause the frame a color clash. But the SAM is actually capable of a far more impressive show than a mere low-resolution high-gloss.

Five times a high resolution screen with 16-colors per screen at great resolution (more than a palette of 128 colors) because that is exactly what is available to anyone writing software specifically for the SAM. The means that we are likely to see some games with graphics comparable to those seen on the ST, and it doesn't cost more. With clever use of memory it is also possible to have a useful 128 colors on screen

Despite a continuing move towards 16 and 32-bit technology, Miles Gordon Technology home-developed a new 8-bit entry. Lawrence Scotland took it for a spin and took out if there is still life below 16-bits.



The new SAM Coupé from Miles Gordon Technology... as it compares to other machines, or just a better one, please?

## WHY 8-BIT?

What do you see the justification for 8-bit? Is there still the time being we expect to have had. Why hasn't 16-bit been the choice in developing a brand new machine with genuine 8-bit technology. It is a question?

Now Miles Gordon of the company with those 8-bit entries explained to us the philosophy behind the machine.

"In the early days of marketing, cars were being built with engine options, but as computer technology improved, cars of similar price could be constructed using different engine options. The same is true" says Miles "of computer technology."

An 8-bit system costs a 16-bit's price of up to a 100% more. It is a question to answer: Is the new machine worth about 10% more? Using a 16-bit processor like Motorola's 68000 chip drastically increases the cost of such machines. The SAM Coupé however is designed to be a utility product for a new market, and the price tag was an important factor.

at once, as demonstrated by the Fast Graphics pack age that comes with the machine. And if you are a lone user, but you can't be disappointed either—make 8-biters used with a smaller character set gives 80 characters per line, which is more than ample for most serious applications.

I was further impressed by the SAM's sound capabilities, which are unprecedented for an 8-bit machine. The machine makes use of the Philips SAA595 stereo sound generator. This board, which is not the most popular choice for microcomputers, boasts an external stereo output and noise generators. This totally out strips the sound capabilities of the ST and comes close to matching those of the Amiga. If you like your games, and you can also hook the SAM up to your TV, and drive the brightest display.

## WE WANT YOUR OPINION!

We want to know your views on the SAM Coupe. So we'll send you a free copy of the game of public opinion polls, including a chance to tell us how we're doing or how we can do better.

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Can a new 8-bit machine like the SAM Coupe really provide the Advanced Computer Entertainment that you, the end user, demands?

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The results of the survey will be presented to the industry. It's yours to lose, so how do you rate today?

Send us a copy of the poll results and we'll give you a free copy of the SAM Coupe. Offer ends 31st Dec 1989.



The basic machine comes with a generous 256 Kbytes of board expandable to 512K.

The fairly recent innovation that has become established for advanced machines is color and SMP enhancements - MCT have thoughtfully made provision for SAM users to be at the leading edge of technology too. Although the SAM does not come with a monitor, it does have a monitor port and display software built in. They have also provided a complete SMP environment for use with the optional monitor. In other words, you can plug off the Spectrum style color-and-sound options provided on the basic machine. There is a built-in timer slot for a light pen or light gun.

There are options to be added to give the SAM from third parties as well by virtue of the Spectrum style expansion connector at the rear of the machine. The game hardware developer's access to every signal that could possibly be of use, including the expansion port, is used for everything from SAM pads to video digitizers.

The basic machine comes with a cassette interface for loading and saving software. This is achieved via a single 3.5 inch disk which is rather strange because it means that if you are using it, as well as loading software you have to be constantly swapping the lead between the SAM and MC ports on your cassette recorder. A variety of tape transfer options are available, and as for the whole, the interface proved reliable.

The disk drives are very elegant indeed. Option 3 is a full inch drive which slot into two parts on the front of the machine - very neat. Disk 3 comes at a capacity of 1.1 Megabyte - 750 Kbytes when formatted. That is equivalent to the disk capacities of both ST and Amiga disks. What makes the MCT drive stand out is that they are very fast. The Couper's average load and read/write times are consistently better than those for both the ST and Amiga, so you won't

## THE ACE VERDICT

The SAM is a very nice machine for MCT's own software products from their experience for third-party software makers. It's a very nice machine for the rest of the bit 8-bit market - the machine can run from very well equipped to the fully equipped. When you consider that the machine is only 250 more than the Atari Spectrum 2 it represents quite value in the first few days of operation when looking to top-end in a better machine. The Couper is an excellent product which deserves to be well liked. We hope that the general public will be the software developers agree.

## UGLY DUCKLING

The SAM Coupe is a very nice machine for MCT's own software products. A little more than your body with some nice and advanced features are not particularly distinguished, pleasing to the eye. The most serious issue is the lack of a keyboard feature on the machine.

One of the things that has caused a lot of the anger in the game development industry is the lack of the machine. This means that the machine will not be able to handle a lot of games. The lack of a keyboard feature on the machine will be a major issue for the machine and will be a major issue for the machine.

The keyboard feature is not particularly nice and will not be able to handle a lot of games. The lack of a keyboard feature on the machine will be a major issue for the machine and will be a major issue for the machine. The keyboard feature is not particularly nice and will not be able to handle a lot of games. The lack of a keyboard feature on the machine will be a major issue for the machine and will be a major issue for the machine.

The power supply which is external to the machine is a fairly nice one and will be a major issue for the machine. The power supply which is external to the machine is a fairly nice one and will be a major issue for the machine.

have to suffer lengthy disk accessing in the middle of games.

The SAM Coupe is without doubt a very elegant machine. There is absolutely no reason why there should not be some very advanced software for it. The question is, whether the software is going to appear. At the moment it looks very much like Couper owners will have to make do with the minimum amount of Spectrum software that is available. Meanwhile it is certain that users can expect plenty of support from MCT themselves.

## FACT BOX

SAM Coupe (complete system)	£199.95
SAM Coupe 3.5 Disk Drive	£149.95
SAM Coupe 2.5 Disk Drive	£129.95
SAM Coupe CDR Drive	£69.95
PSM Adapter Memory	£29.95

Contact available from  
MCT Computer Technology plc, Luton, Bedfordshire, UK.

## THE INDUSTRY REACTS

When we spoke to my industry figures about the SAM Coupe, the product was described as the most exciting bit 8-bit machine since the Spectrum.

Samir Bhowmik of UK-based business has the first word of the machine is moving over to the industry. He says that the machine is a very nice machine for the industry. He says that the machine is a very nice machine for the industry. He says that the machine is a very nice machine for the industry.

Andrew Newman also believes that MCT have a difficult job ahead of them in convincing the industry that they hope to do the best of 8-bit technology. He says that the machine is a very nice machine for the industry. He says that the machine is a very nice machine for the industry.

All a recent news conference MCT came up with a lot of good questions. He says that the machine is a very nice machine for the industry. He says that the machine is a very nice machine for the industry. He says that the machine is a very nice machine for the industry.

It looks very much as if the Couper is getting a lot of attention. There is a lot of interest in the machine and it is a very nice machine for the industry. He says that the machine is a very nice machine for the industry. He says that the machine is a very nice machine for the industry.

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# BRAVE NEW WORLD



The Personal Neo-Geo system is to be introduced in the UK in November.

**T**he dream of every dedicated arcade gamer has just become a reality when SNK Japan's The new 16-bit NEO-GEO games machine comes in two versions: console and joystick. At last you'll be able to play an identical version of your favourite console game in the comfort of your own home.

NEO-GEO is produced by SNK, a top credit Japanese console manufacturer with a string of awards this year to both include the Mark III and the Best of Best.

NEO-GEO's technical specifications are impressive for a home video games system. Its central processing power comes from a Motorola 68000 supported by a Sega Z801. Added to this are 380 hard disk units which can be optionally enlarged or reduced three independent battery-backed video streams (60 of character ROM (using 68450) 256k per character block) 6296 on-screen colours from a palette of 65,536 and compact disk quality stereo sound with an amazing 13 channels of sound. But the most unusual – and ultimately the best – feature of the NEO-GEO is its ROM storage capacity. It can handle games cartridges up to the staggering size of 2,048,000 bits (256K) that compares to the humble Commodore 64's 32K (only found on the Sega MegaDrive/Genesis console).

A final aspect of the NEO-GEO is its IC card used to store player data. IC cards are produced using memory storage devices with their own battery-back, this lets you keep data intact even when they're not plugged into a computer. The NEO-GEO IC card is a 2K 8-bit slice of silicon which stores player data for up to 17 games files. You could play a NEO-GEO game in the arcade, save your game position and location on the IC card, go home and return to the game on your Personal NEO-GEO console (instead of having to use the same games cartridge) and save the



Top Gun: Big! Using smart software to create an action.

data you've stored on the IC card you can plug it into any NEO-GEO system. The IC card could become the lifeblood of the game world.

There are currently no games titles available for the NEO-GEO including Top Gun (Cod. NAM-1915) Mean and Mission Road. SNK plans to release 50 NEO-GEO games this year, and there's a possibility of other arcade manufacturers licensing their games to the NEO-GEO system.

The Personal NEO-GEO console plugs into any normal TV and costs 28000 yen (around £280) in Japan. A typical 40-minute game cartridge costs 28000 yen (around £110), making them the most expensive console games ever sold. SNK has an ingenious solution to this problem: you can rent NEO-GEO carts for around 500 yen (50p) per night – you can also rent a Personal NEO-GEO console (average for 700 yen (£35)). A rental scheme is likely to be introduced in this country when the UK Personal NEO-GEO is released in the future. Sega already has a console rental scheme over here with 1200 Sega/Coleco video rental stores where you can rent a Sega Master console or games cartridges for a night.

SNK believe it will sell 700,000 Personal NEO-GEOs and 1.2 million game cartridges in Japan before the end of the year.

The official UK launch date for the NEO-GEO is September, unless the Computer Entertainment Show will see both the Arcade and Personal versions of the NEO-GEO in The Living Room of the Future exhibit sponsored by ACE. The CES show will be held from 13th-15th September at London's Earls Court exhibition centre.

ACE exclusively reveals the secrets and specifications of Japan's stunning NEO-GEO (New World) games machine...

Special thanks to arcade attack and ACE Computer for their assistance.

Arcade Neo-Geo is a real game world player's edge up.



## NEO GEO SPECS

Processor	Motorola 68000
Co-processor	Sega Z801
RAM	380KB
ROM	2,048,000 bits (256K)
Video	60 lines of character ROM (using 68450) 256k per character block
Sound	6296 on-screen colours from a palette of 65,536
Storage	Compact disk quality stereo sound with an amazing 13 channels of sound
IC Cards	Used to store player data
Control	Joystick and buttons
Price	28,000 yen (around £280)
Game Cartridges	28,000 yen (around £110)
Rental	500 yen (50p) per night
Console Rental	700 yen (£35)

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### THE TEAM

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### THE TEAM

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## THE ACE REVIEWING SYSTEM

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It's Back In Time  
not ye olde

Manic Miner??

Now reborn on

the Amiga,

check it out -

together with

other ancient

games of yore, re-

blitzed onto the

new machines -

on page 80.

UPDATES,  
UPDATES, READ  
ALL ABOUT 'EM!

Dragon's Lair for the PC plus Typhoon Transport on the Amiga, and 10-bit versions of Risk - check out the latest conversions on pages 107-112. All 16-bit this month - 8-biters get their turn too!

### THE A'S PROMISE

After years of hard work, we're excited to announce that we've finally released our new magazine, The A's. It's the best of the best in the industry. We hope you'll enjoy it as much as we do.



# HARPOON

MIRRORSOFT/PSS

launch a realistic

new simulation

which demonstrates

that naval warfare

is no game

conflict in the North Sea. And other features will be made available for use with Harpoon. There are several variations you can play within the battlefield, from a simple two-and-a-half-day mission right up to a full campaign.

The whole game is controlled via a series of drop-down menus and dialog boxes, so it is highly recommended that you play with a mouse. If you don't happen to have one, however, the game can be played just as adequately with the keyboard alone. There are three maps provided on-screen with which you can plan and monitor your actions.

There are three strategic maps which show the whole area in which the campaign is fought: the Group Map which shows the location of your groups of craft and the List map which is a close scale map showing one or more of your units in detail. These maps appear from a one corner of the screen remaining which shows information on your currently selected group or target, and it also sets to show information during attack and other game sequences.

As is the case in real warfare, there are no



During an attack, it shows up side of the ship to allow you to see when warheads are firing. Harpoon also allows you to view enemy air defense radar if that ship is your own.

cleared winners and losers in the missions in Harpoon, but your objective should be to carry out your orders with the minimum damage while inflicting damage to the enemy whenever a viable situation occurs.

Fortunately there is a staff assistant who takes care of all the usual little tasks for you. He will go as far as to automatically engage enemy missiles and planes with SAMs (Surface to Air Missiles) when you are under attack. He also lets you know if you have sent something silly like ordered an attack on an enemy craft when it is out of range and will usually suggest a suitable course of action.

This is probably one of the worst things about Harpoon: the machine takes after the boy mechanic who you take care of the usual strategy. For instance, if you order a helicopter to patrol a particular coastline, it's best if you fleet it will do so, the automatically land and take off again until you give the order to land.



The staff assistant will automatically report back with information or suggestions. In this case the main screen is a display of information that comes from other information.

"SEA warfare is much like a fighting other machines with men directing them and working on parts of the machine to do things it cannot."

That is the fighting quality of modern naval warfare as summed up by Harpoon's commander Larry Good. Whereas the outcome of conventional land-based warfare is still heavily reliant on the number and deployment of ordinary combat troops, increasingly sophisticated technology has turned naval battles into a few tense hours of loss and seek in which a single missile can mean the difference between victory and defeat. The modern naval commander is continually fed information gleaned from the complex equipment he has at his disposal and he must use that information as a basis for the many broad tactical decisions he makes every hour that his ships are in the water.

It is the process of command that Harpoon seeks to simulate in as realistic a way as possible. The game comes with a single battlefield-based around controller (and that



The program may show the whole campaign area.

The program may show each group of units as a single unit.

By default the game uses a colorizer and the units are color-coded in a consistent way.

The status panel gives details of the currently selected group (see one of the examples).

The message line is used to notify you of all that is going on in the game with events during play that you are informed of as a forecast rather than as an event.



The unit map shows one or more units of one unit. This is a full world during combat.

Amongst the features of your ship control and maintenance is done fairly using the familiar editor. This shows the arrangement of your craft with a series of numbered, range units. It is not really a matter of moving the craft onto to the quadrant you wish, there is actually a cursor on the grid and you can click on it to set the position for individual units. Moving these bits you can use the one directional feature to speed up play and something happens which requires your attention. You are automatically notified by your staff assistant at the point and given the option of returning to real time.

It does not take a long time playing against a major unit and how far Naval Starline is progressed since the launch. It is made the nature of having straight line targets, it is placed in a spot that has been identified and then slipping away with all available

weapons is a desperate attempt to sink the Soviet ship before they sink us. This, as I discovered is my goal, is often the wrong way to fight a modern sea battle.

The emphasis today is not on firepower but stealth. A good commander should attempt to present the enemy without giving away his own location. The objective is then to strike first and effectively disable or destroy the opposing forces before they have any chance to retaliate, and then withdraw quietly to continue his mission. For this reason the way that you use your radar and sonar is just as important as getting your ordnance right for the mission you are undertaking.

The manner in which detection systems are handled in Flapjack is absolutely superb. Enemy craft appear on the map at the central point at their possible location with the area range being indicated by a quadrilateral surrounding the spot. As soon as a definite fix on the craft is determined then you are informed by the staff assistant who also gives you a data set number on the type of craft identified.



The information within screens can be readily subject to the changing of your map.

Whether or not you are already familiar with the strategies involved in contemporary naval warfare, Flapjack is a superb learning tool as well as being a thoroughly absorbing simulator. The interest is very comprehensive and also comes with two excellent pamphlets - one showing Tom Clancy's experiences aboard his covert ship and the other a random of tactics by the game's author Larry Bond. Additionally there are fact sheets on all the craft which can be called up and examined during play. There is so much to the game that, provided you are interested in the subject matter, you will find that it provides hours of absorbing and educational entertainment. If only all wars were that easy.

© Lawrence Sanders



Data shown on both called and detection range can be called up at any time during play.

## THE NAME IS BOND... ...LARRY BOND

Larry Bond is not a naive kid or going to be confused in many board game players. But it is a naive kid who will gain some pleasure with the success of his project.

Bond conceived the idea for a realistic warlike simulation of contemporary naval warfare back in 1980 and at that time the first version of the board game came into existence. When Bond was a naval officer with a great deal of experience of study in his field, it was fairly easy to see that the game was a great success. But there had been other people in the industry to which he had contributed to do so in more sophisticated settings.

Both was the naval and modern of the original game that Tom Clancy used it as an important property. Instead of the former level about modern submarines. This story is told in the book.

Now that Flapjack has been published as a computer simulation it is even more impressive. Because the software takes care of all the tedious mechanics. It is Tom Clancy's reference up the mechanics of Flapjack is a contribution to the Forward in the game.

Flapjack is almost certainly the best type of computer available to the public. The only one that is not a board game simulation.

Group Name	Qty	Format	Group	HP	Damage
1000000000	10	1000	7	8	11
		AS	1	2	95

It is hard to believe that computer systems available in game houses involving an editor.



E-Motion on the Atari ST. The 3D rendered graphics and fast of computer's speed is a real winner.

# E-MOTION

**SNOOKER** games have made for there is to be had out of exploiting the laws of physics in a game — even with something as apparently mundane as the motion of a few balls. Near 100 years ago, people began to play pool on a special piece of soft wood based around Newtonian physics, although for reasons known only to themselves, the rule set leading players had said that the game has more to do with Einstein than with its predecessor.

The idea behind the game is simple to knock spheres around a two-dimensional playing area, using a ball that can be steered, so that spheres of a similar colour collide and cancel each other out. It is most important that spheres of differing colours do not meet, as they will then form another smaller antipodal ball. Run over this with your own sphere and you will gain extra energy. If you leave antipodal balls for too long, however, they will form hybrid spheres that must be eliminated in the normal way.



As you can see, E-Motion on the Spectrum is not quite as colourful as its 3D counterparts, but there is still a great game to be there.

US GOLD's latest masterpiece is an arcade style puzzler that makes Newtonian physics look fun

In the early screens, you only have to contend with balls that obstruct the motion of the spheres, and cause them to bounce around randomly in later stages some of the spheres (possibly including the one you control) are attached by elastic lines which severely affect the motion of all the joined spheres. It is not uncommon for one sphere which is poised to another to disappear off one side of the screen and reappear on the other side (usually, but with a collection of balls, capturing the ball).

The real 'bang' about E-Motion is that it requires a fairly balanced combination of creative skills and teamwork. Movement of your own sphere is controlled by rotating a pointer within the ball and it indicates the direction that you wish to move in, and then holding the fire button to 'shoot' thrust in that direction. You have to keep moving fairly quickly too. As time goes on the remaining spheres begin to rotate — if they are left for too long, they may explode changing your energy. If your energy should be exhausted that your own sphere will be destroyed (or should that be partition?)

The teamwork gets involved every time you reach a new screen. It is certainly not advisable to plough straight in there, knocking balls left right and center. It is far better to coordinate a lot of time in rotating and the best way to solve each stage before actually trying anything. Otherwise you will find that one time some could not get a chain of particularly nasty events. Sometimes too, you will find that it actually pays to create additional spheres in a controlled way of course, but this will require some careful thought first.

E-Motion is very much an intellectual

## ATARI ST

A little less colorful than the Amiga version, it still plays better, should that point to a quality difference. The background is made of solid with several particles floating. PC users will enjoy it as well.

GRAPHICS	3	MOVING	3	PRICE	£80
GAME	1	ENTERTAIN	3		

## SPECTRUM

It is a little more difficult to play on the Spectrum because the graphics are not quite as good and are somewhat blurry. However, it is still a great game and the Atari ST version is a little more colorful. It is a great game and the Atari ST version is a little more colorful. It is a great game and the Atari ST version is a little more colorful.

GRAPHICS	4	MOVING	3	PRICE	£25
GAME	1	ENTERTAIN	3		

## BY BRAND NAME

ATARI ST	3
AMIGA	3
PC	3
SPECTRUM	3

## PC

Compared to other versions, the PC version is a little more colorful. It is a great game and the Atari ST version is a little more colorful. It is a great game and the Atari ST version is a little more colorful.

GRAPHICS	3	MOVING	3	PRICE	£50
GAME	1	ENTERTAIN	3		

## AMIGA

The Amiga version is a little more colorful. It is a great game and the Atari ST version is a little more colorful. It is a great game and the Atari ST version is a little more colorful.

GRAPHICS	4	MOVING	3	PRICE	£90
GAME	3	ENTERTAIN	3		

## PREDICTOR INTEREST CURVE



interest rate is an interesting problem — while comparing money from other factors. It is a great game and the Atari ST version is a little more colorful. It is a great game and the Atari ST version is a little more colorful.

It is not uncommon that this problem has long been playing games. There is still really good money in the game, you can keep your playing time, you have added more of the business.

product. It is quite easy to get to know with, but very difficult to master. So there is quite a challenge there. It is the sort of product that is unique to computer gaming and therefore exactly the sort of thing that a computer game should be. If you like games that feel you will almost certainly have a ball with this one.

— **Simon Sturges**



## THE TIC-TAC TILE GAME

A simple concept and easy to play. Catch the tiles and win with the possible use. Slip them into the holes to make some coloured stacks, separate and rows of three, literally easy to do! The hand won't be pulling yourself away from the game.

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THIS IS**

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*The Name In Coin-Op Conversion*

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# ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Classic Sci-Fi is revived on your screen in DOMARK/TENGEN's latest coin-op conversion.

**YOUR** job, as either of the muscle-bound heroes, Jim and Duke, is to fight your way through factory levels full of machines of this nature before proceeding to the next. Robots you encounter and finally coming face to face with... well, you'll have to play through the game to find out what.

The levels take place on a series of colorful but complex three-dimensional levels. Each is populated by a variety of robots ranging from the laughable, but slowly floatable man to the life robot bugs which can only be shot by crushing.

It is very important to rescue as many aliens as possible. In raising into third level because of each shuffled you collect you get another unit of life (and let me tell you, you need it). Transport between levels is achieved by a ladder, but before you can sit it you must



Headline for the robotizer world you are currently occupying. As robots... the gear left in a store must first be moved.

find the power switch and throw it on. There are also points to be had for destroying as much of the factory equipment as possible.

Escape from the Planet of the Robot Monsters is a superb conversion of a fun, fast, and great sci-fi arcade with two players.

— Lawrence Bartlett

# KLAX

DOMARK/TENGEN put up a rival to the Tetris arcade puzzle crown.

**TETRIS** is a remarkable product in a couple of respects. It is about as simple as an arcade game can be, and yet, and it doesn't rely on fancy graphics and sound for its appeal, yet highly addictive precisely. Klax is a substantially similar product which shares these qualities, and is just as enjoyable to play.

It must be said that Klax is not simply a Tetris clone. The skills and planning you have to use are of an altogether different nature. You control a paddle which moves back and forth along the bottom of a rectangular playing area divided into four lanes. Along these lanes fall different colored spin-tetris blocks you. You must catch them on the paddle and then flip them into one of the stacks at the bottom of the screen. Your aim is to make a Klax—three colors in a vertical horizontal or diagonal line.

Obviously vertical lines are the easiest to make, so they only score a measly 50 points, whereas horizontal lines score 1000 and diagonal lines score 10000 points. To win each round you are given a specific task which could be anything from surviving a set number of lines to creating several diagonal lines. A round is lost when you drop too many lines, so

ATARI ST

The game is characterized by its repetitive structure and fast, frantic gameplay. There is a fully readable strategy manual, and even the level select screen is guided by the text. A specially designed controller that is great for navigating these and other titles is also available.

RAMMED 8 16 LOCATIONS 8  
SOUND 8 CONNECTION 8 **8.80**



you can't just let the ones you don't want fall off the edge of the playing area.

Each stack will only hold five lines, so you must be very careful about when you place them. Fortunately your paddle can hold up to five lines at once, although for the life you save that will be the last one to be removed and you win. If things get too hectic you can also flip lines back up the screen to save you some breathing space.

Although Klax is undoubtedly inspired by Tetris, it is original enough to merit a niche of its own. If anything, it requires more thought and forward planning than the former game, so it should appeal to arcade fans who like to earn one of the very modest titles. Well worth a look if you like the sort of thing.

— Lawrence Bartlett



Just when you're diagonal into a Klax, it's time to start a new Klax game.



BRITAIN'S BIGGEST SELLING SPORTS HIT  
... IS ABOUT TO HIT THE WORLD ...

# FOOTBALL MANAGER

## World Cup Edition



In 1990, David Vane wrote Football Manager, the game that set a million copies selling limit. Kevin Keen was editor and produced Football Manager 2. A response to the flood of 25 manuals and thousands of Football Manager fans for the improved game, Football Manager 2 has, like its ancestor, proved a game by its name, a game which proved that with just few years, more than satisfying old fans but creating new ones.

With its unique and colorful Manager 2, Kevin Keen was responsible for an even better game. Kevin has expanded with "Football Manager World Cup Edition", a game that takes management to the international arena, with all the thrills of world cup competitions, a game that takes the unique components of its two ancestors and skillfully fuses them into a game that will better the best.

*Free*

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Keep up to date during the World Cup with the exciting new Football Manager World Cup.



*Kevin Keen*

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It's time to see why the Football Manager 2 is the most exciting and addictive game ever. This new game will bring you the thrill of world football management, more realism and more playability. Don't miss out! Buy it now for the most exciting game available.

## MONEY BOX

LARGE

## PRODUCER INTEREST CURVE



After initially being excited by the prospects and excitement, you will suffer a little more, not as you expect to the way the game develops. It may seem like you will get the best of things together. It will not get the best. However, before you begin to really get the feeling of failure and start reading some of the negative feedback, the reality is closer to what you think than you are. Study to succeed with other things.

Why bother with it? It shows the same basic principle. From the "market 80" you can see the market for the most successful. It is a simple, easy to use and easy to understand. Just to the knowledge for the game, it will be a real success for you.

AMERICA  
 MARKET 1: MARKET 2: 935  
 VALUE: 14. 100. 100. 100. 100.

**CULTURE** has to be the most complex system that has anyone has ever created in history, so what is the product all about? The game comprises several subgames which are based around the Golden Culture, a group who have settled in a city based from the ruins of a ancient civilization known as the Druids.

Golden culture is based mainly around trading - with larger firms to bring resources to different levels. The Druids society is largely self-sufficient to most trading, it starts before families but there are occasional visitors in touch with other peoples. Instead they only by the Druids or Mudders.



The game shows the Druids culture has developed the game's objective more.

As a head of one of these families it is your responsibility to manage your family's affairs. This part of the game involves establishing trade for your own goods and buying goods from other traders. You must also create children in order to attempt to establish an empire amongst the Mudders and how much to contribute (based on your family who have suffered from it one kind or another).

The subgame works very much like a tactical strategy/management type game, it has different attributes on a regular by success



# KNIGHTS OF THE CRYSTALLION

live with the effects of those decisions, only really becoming apparent over a long period of time.

The ultimate aim is not just to keep your family long as long as possible - there are other aspects to Golden Culture which require your attention. Within the shell of the Crystallion is the first recorded place which houses the Druids' secrets. They guard the forbidden systems which are all the secrets of the Druids' secret code. Some of these crystals, when correctly combined, will result into a Crystallion - an eight-sided crystal home. The goal is to form a bond with one such crystal and believe - Knight of the Crystallion and a leader of the city.

An essential part of your quest for a Crystallion is the ball of the Turret. The Records of the Turret will provide you with a Crystallion ball which carries three charges, each of which will protect you from death once. You must now enter the landing, process of the maze at the bottom of the Turret, and collect as many crystals as you can. But there are also other creatures covering the maze which contact a death, and which you have the ongoing habit of carrying off the crystals you see also.

Fortunately you are armed with a power to pulse weapon. This can be fired steadily to destroy the hostile creatures or to take a



US GOLD

bring you the world's first

culture simulator

simulate your way through dark chambers. It is essential to collect as many crystals as you can and then access them to the Turret before you are killed by the creatures that roam there. There are seven sets of the Turret that must be successfully passed through before you can reach your Crystallion. This will mean repeated visits and the only way to ensure entry is by accumulating some of your savings to the Turret.

You can use crystals you have collected to generate more interesting changes for your suit by taking them to the Turret and using them to generate changes in strange objects known as Frodo.

There are two games specific to Golden Culture which must be mastered to assure your success. These are Deities - a card game based on Ferra which is used to build up your GSP, and Bogo - a board game based on a fast resemblance to New Mars. Items which require a similar sort of strategic thinking to Golden.

Knight of the Crystallion certainly gets its marks for originality, the distinctive look of times beautiful graphics and the haunting soundtrack give the game plenty of atmosphere. I admit I've seen how I felt about this product at first, but having spent some time getting used to the individual elements it turned out to be a highly entertaining and absorbing piece of software and I was quite sure I have to take it to see the real deal. A sterling game which will appeal to anyone who is looking for an original product with plenty of depth.

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ACE  
 RATED  
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#### INFESTION

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See something beautiful. See something beautiful. See something beautiful. See something beautiful. See something beautiful.

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# HEAVY METAL

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By Bruce Harlow, Super Games  
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# INFESTATION

**INFESTATION** has now been a 14 month job of the past from Amiga to set the scene for its latest 3D vector graphics encounter with white stars on the Space Station Alpha II.

But don't expect *Space Station Alpha II* to be any less fun and your money is in the land on the planet Alpha where the crew of the station Alpha II have been massacred by some mysterious alien force.

The alien are multiplying the planets orbits steadily spreading their eggs and spore around the base — in its ventilation ducts and air conditioning corridors. The only way you can see them is to see them made their incubation area and spot a steady class of spore as you look to see how many of the eggs. You can't see them, but you can see the Power Generator that is losing power that the station core. Set it to achieve critical mass and then escape before it blows.

What this *Infestation* doesn't tell you is that the planet Alpha where Alpha II is situated has been overrun with hostile life forms. And if that wasn't enough *Professor Ooze* that are completely out of control and will kill anything that moves and is breathing at over the place. Just getting into the base is going to be a little tricky you need get eyes on the real alien enemy.

There are two methods of exploring Alpha — walk around it in the space suit or fly over it in the advanced Microvisor Line (MVL). There are a number of items to be found and objects to identify before you can hope to sort out the alien. *Infestation* is as much a game of adventure and exploration as a simple shoot out with the alien. Like *Mercenary* and *Demolition* the player has to find items and learn how to use them to succeed. It's a useful alien interrogation screen lets you look through a series of normal adjectives of threat so that you know what to look out for when you land on Alpha.

And because you have to log on to a Network Terminal and get it to activate the microvisor system. Now you can set base ground and start exploring the base stuff. This is where the real fun begins.

But needs to use all of his equipment to the full to subtly explore the base first. The user's



It's in the logs available through the MVL.

## PSYGNOSIS

hatch a

virulent alien

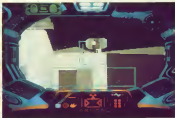
swarm

Infest has four functions — *Debugger* showing how much you have left, *Temperature*, *Radiation* and *Compass*. The *First to Fly* features a further seven functions to keep Kai posted on his inventory items carrying with first *Status* (Number of eggs destroyed), *Additional* (Inventory equipment), *Life Support*, *Survival* (Fuel, Oxygen, Water) and *Atmospheric Analysis*.

The latter is particularly important. The rate at which oxygen is used up is vital. All the less you are moving you can hear the sound of breathing through the ventiles connected to the helmet. Sometimes however you can take your eyes up and breathe the air on the planet (or in the base) if your indicators tell you it is safe to do so. Finally *Processing* (relative progress if you are lucky) you may also be able to load your oxygen supplies — and therefore the line left to you — by stabling your *Debugger*. Consider at the beginning of the game.

Given *Infest* is about the quality of the 3D graphics are made in the manual. They were it appears "specifically developed for 16 bit machines" is there a bit in less somewhere? Oh they may be but they're certainly not exceptional. They do however have some comparison with *Mercenary* in that the play area can be explored in real time with consistent views in all directions. Remembering where you are going and what you have seen is pretty crucial too — there is very little time to complete the mission.

The last bit of the opening sequence — where Kai is seen entering across the surface of Alpha in his space suit. The moonlight on the surface of the planet as he touches down makes for a breathtaking space-cape.



Searching for the entrance to the Microvisor Line II station.

## PREDICTED INFEST CURVE



A bit difficult to get into. It will take you a while to learn how to explore the planet with the microvisor and to explore. However once you master the controls and work out what you are allowed to do during levels it is a great, challenging game. In fact, *Infestation* is in the top of games that, once completed, leave the player really, really amazed at what they've done.

## RELEASE DATE



**AMIGA**

GRAPHICS	3	MUSIC	4	<b>720</b>
AI	3	RESEARCH	1	

*Infestation* may be a little disappointing at first — it's not helped by the manual which leaves too much unexplained. It is worth a bit of perseverance though. Once you get into the system you soon start to see your self in it, though and will find it extremely rewarding.

— Eugene Lucky

# GOLDEN OLDIES

Everyone enjoys listening to the latest Casey Kasal album, but don't you find that there are times when what you want to buy on a late fall of classic Renaissance Max (especially if it's available on CD) turn up the volume all back and remember the good old days?

So why shouldn't it be the same with software? ACE readers will always be interested in the latest up-to-the-minute state-of-the-art releases, but they are also interesting enough to be able to recognize a classic game when they see one and want to play it again when they're upgraded to the latest piece of techno-wizardy.

New publishers seem to be sitting up and taking notice of the games playing public and reproducing classic games on the latest machines. Witness the recent releases of Renaissance II (completion of classic arcade games) and the first 1944 version of *Missile Alert* (one of the best 1944 games ever written).

# ACE



But we think it is time that ACE readers were allowed to voice their collective opinion on the future of Golden Oldies. The question that we would like you to consider is this:

**Should software companies be investing time and money in developing new versions of classic games on the latest machines?**

You can let us know your opinion by dialing one of the following numbers depending on whether you wish to register a post in the vote.

**0898-400-784** - Yes, with no more releases of classic arcade and 1944 games on 1944 machines and the machines get to come.

**0898-400-785** - No, thanks. It's much rather have lots and lots of money invested in brand new state-of-the-art software.

Remember that your votes could influence the future of the entertainment software industry. This is your opportunity to have your say and make sure that whenever you can buy the software that you want. And thank us all whenever the Golden ACE comes to the industry. Do not delay... vote today!

Prices are as of 10/19/94 unless noted. Callers are charged an additional 30¢ per month and 10¢ per minute of talk.

# RENAISSANCE

IMPRESSIONS try invoking a little nostalgia and discover that frogs ain't wet they used to be

**REMEMBER** the old days? When you could play *Demons* for 10¢? When *Asteroids* and *Space Invaders* were the hottest releases, and machines like *Centipede* or *Wendell* were not only a treat in a designer's eye? If you do get all glory-eyed at the thought of monochrome vector graphics and simple one-dimensional sound that the stars behind these classic should remind you.



The classic versions of *Centipede* and *Asteroids*.

Impressions have taken four classic titles up: *Space Invaders*, *Centipede*, *Galaxian*, and *Asteroids*, and produced two games for which one approximate to the original, the other a 2-

contemporary version with updated graphics and sound and added features.

Since these classic concepts began yielding enjoyable fun, game players have been more games on more machines than I care to think of, ranging from laughably pathetic attempts to capture the playability of the originals to versions that actually manage to capture the qualities of the games that inspired them.

By providing two versions of both games, Impressions have tried to please everybody, but while this is a laudable attempt at evoking nostalgia, it doesn't really cut the mustard.

Playing the copies of the original games one finds that all these little tricks and touches you need to use are no longer appreciable. Obviously, because of copyright reasons, Impressions could not make either the graphical graphics.

Of course, nearly the same as the original, but they don't really mar the enjoyment. The *Centipede* clone, *Allegiance*, suffers the most and you can't use the mouse to maneuver, and we all know how limited the playability as a traditional cabinet.

The contemporary versions, on most or less the same game with pretty backgrounds, new sprites, and a bit more attention thrown in for good measure. There are also extra modes to them, all, but these don't really change the games substantially.

*Renaissance* is a good idea, which has been attractively presented and does what it sets out to do fairly competently, but even Impressions forgot that there are already superb

**RELEASED BY?**

**AMIGA**

**PREDICTED INTEREST CURVE**

The following graph shows the predicted interest curve for the release of this demo. The interest curve is a measure of the predicted interest in the demo over time. The interest curve is shown in red. The interest curve starts at 100% at the time of release and decreases over time. The interest curve reaches 0% at the end of the demo's life cycle.

**DEMO**

The demo is available for free. It is a good way to test the software before purchasing the full version. The demo is available for a limited time only. It is a good way to test the software before purchasing the full version. The demo is available for a limited time only.

**AMIGA**

GRAPHIC 3.0 - 1944 - 1  
 SOUND 2.0 - 1944 - 1  
**650**

versions of these games available as Public Domain software? You could go up to my apartment (about five rounds 23 for 1st Floor) but that, if you request for original games and haven't already acquired versions for your machine then you should be able to access some other to smart out of the collection.



And Asteroids is coming along splendidly. (Asteroids and Asteroids)

**ONE** If the more frequent subjects of this report (between 1984 versions) these days seems to be a longing for good conversions of classic 8-bit games. Only last month we printed a letter from a reader who inquired "the golden rules such as Jet Set Willy" and went on to ask if there's such a thing as a simple shoot 'em up anymore?"

Here about Jet Set Willy when you begin to play it does not take long to discover the addictive qualities that make the game such a huge success when it was first released.

You control Miner Willy, a centaur with wings, who is trying to find his way out of an abandoned mine which is now populated by various major monsters including the likes of sleeping

as a result, the author has gone for large well animated sprites so you only ever see a small section of each stage. The rest being scrolled smoothly on as and when you come to it.

One of the fanfare about Asteroids of Peer Qjet - it has been copied by one of those clones which you find yourself burning in the bath three days afterwards. Spot effects have also been copied up and there is some top-level speech stream in there for good measure.

It is true to note that Software Projects have taken the plunge and gone 16-bit graphics, what they have copied for Asteroids graphics and sound with a lot of great old-fashioned playability. Other companies take note - this is the way 16-bit games should be!

■ Lawrence Butler

# MANIC MINER

## SOFTWARE PROJECTS

answer 16-bit gamers' prayers and re-release a classic 8-bit title in both old and new clothing

It's a sad fact that as games have become more sophisticated in terms of graphics, sound and play they have often lost the playability and addictiveness which were common features of the first 8-bit games. Companies like Ultimate-Play-It-Yourself and Software Projects became renowned for producing software which made the best possible use of the limited graphics and sound potential of these basic machines, but that is the expertise of the immediate and lasting appeal of the games.

Now Software Projects have allowed the players of 16-bit systems who are fed up with being through the noise for games which are usually well made, clearly playing but still enjoyable is no disadvantage that they become making more than vintage interactive graphics and sound demos, but now the classic game, Manic Miner, is back.

Manic Miner was the professional debut of programmer Matthew Smith. It is a two-dimensional platform game with twenty stages, which must be completed successively. Looking at it today it doesn't seem to be anything to brag

about and instant telephones. You achieve the escape by solving maze patterns to platform-jumping the rabbits and collecting all of the keys on the screen. Once you have obtained them all, it just remains to head for the exit before you or rats eat.

With this new version Software Projects are bound to please a lot of Manic Miner fans - not only have they included an updated version of the game which makes full use of the advanced features of 16-bit machines, but there is also an exact replica of the original which is exact in that you can see the same pixel perfect timing it's developed when playing the game on your humble computer.

The new version while looking like a state-of-the-art Amiga game is still faithful to the spirit of the original. That is to say it has less of playability factor than trying to fit each stage into a single screen and having smaller ponds

Look out for a conversion of Jet Set Willy coming soon.



**STANDARD INFO**

PRICE: £19.95

AMIGA

**AMIGA**

The name of the original is worth to know more about the world, when it's playing easily to use. The standard version is available for £19.95. It's a huge and well contained one although you only see a small portion of the screen when it's over from it. It's only very slightly better than that.

STANDARD INFO

PRICE: £19.95

**870**



From the original (The General Games) and The Amiga version (both new and old versions)



# LEAVIN' TERAMIS

ATARI ST

Leavin' Teramis is a great, well-timed shoot 'em up for the Atari ST. It's the best computer game you can get for the Atari ST. It's a great game for the Atari ST. It's a great game for the Atari ST.

DISK 1 10 DISK 2 1  
 PRICE \$10

## PREDICTED INTEREST CURVE



A steadily increasing interest rate is a good thing for the economy. It means that the interest rate is rising, which is a good thing for the economy. It means that the interest rate is rising, which is a good thing for the economy.

## DEMAND 810

DEMAND 810  
 DEMAND 810  
 DEMAND 810

Let me tell you. Teramis is a pretty high ship. The ship sequence will show you just how long Teramis is, you're got to avoid your way from one end of it to the other. You see, just last night there was one hell of a party in the Anthropological lab to celebrate the collection of some weird mutating items. Having drunk quite a bit you decided to bunk down in the laboratory sector at the far end of the ship and sleep it off.

When you wake up you discover to your horror that the alien life forms have escaped and overrun the ship. You bring the automatic force of disarmed weapons you brought for security. There is one escape shuttle left at the front of the ship. But the ship's self-destruct sequence has been activated so you will have to deactivate each corridor's generator to get you through time to reach the shuttle.

What you basically have here is a good old-fashioned, stroking shoot 'em up which is very fun and basic. The ship is divided into many

GRANDSLAM/THALION go in for a bit of quick-fire music bashing on the longest spaceship in the universe



Even extended Grandslam on the entire ship isn't too hard

in which you must fight your way through various alien, rotating, orbital aliens and monsters until you reach the end of each body, which must be destroyed before you go into the next level.

The most important factor in the game is time which is constantly ticking away and must be constantly refilled. The way to do this is by leaving the main body of the ship and moving along one of the external arms to deactivate the generator at the end. In the early part of the game these arms are unguarded but as later stages there are many obstacles to deactivate before you can get to the generator.

Leavin' Teramis doesn't attempt to be original in any way. What it does do very well is provide shoot 'em up addicts with a very humorous, colorful and fast way to while away a good few hours. Recommended to people who like shooting everything that moves.

— Lawrence Bentley

# SUPER CARS

SET a decade-latest word Super Cars has you racing around computer-controlled cars in Championship company.

The initial game starts you off with a very minimalist picture of three Jerry cars. A few minutes which plays in class you are on one which of the tracks you first record on.

Click on any of the three cars and you are presented with a very well drawn side view of the car and loads of facts and figures. If you have enough cash you can buy one or trade-in your old car.

You can pop into the garage where you will be greeted by a smiling, young girl. The garage can be visited at anytime and it is essential for staying in the game. This is where you make the repairs to your car and can swap it up with power and including Power Steering, Spin Invert and a Turbo boost.

After coming out of these facilities, grades of terrain you will encounter the actual racing run. It is to be something, well, impressive but it isn't really quite disappointing. It's an over head view with 3D's and other



Shades, other conventional race tracks 'judders'. There's also fun at the end on other tracks through.

aspects which include physics as you bump along. The spins are also great.

Racing round is great fun. It's a shame that a two-player game is not available. On shooting the yellow enemy cars this occurs permanently, is compensated and can slow down your car and those of other competitors.

New Trucks have to be driven before you can proceed to the second stage of the three. These can be done in any order. The Driver must come first, second or third in DIRT race or he will be disqualified.

Racing round and ploughing into walls, cuts naturally damage the cars and this is shown on four graphs: Shockwork, Super, Tires and Fuel.

The damage can be repaired in the garage, but if any graph hits zero it's game over time.

As you progress, you do the opposition they get more experienced, faster and use the better aspects of car.

This Super-grade video racing game is great fun and really sets out — it is a shame though that you cannot race against friends.

— Chris Mackay

GREMLIN'S entertaining race game has us all in a spin



The absolute presentation is a fairly good one. The graphics are nice and the music is very good. The game is very fun and it's a good game for the Atari ST.

DISK 1 10 DISK 2 1  
 PRICE \$10

DISK 1 10 DISK 2 1  
 PRICE \$10

DISK 1 10 DISK 2 1  
 PRICE \$10



RETIKIATOR

# THE *Épique* FLIGHT

The ultimate flight simulator, Retaliator is a masterpiece of computer graphics and sound. You'll be flying a state-of-the-art fighter jet, and you'll be flying it in the most realistic and exciting way possible. Retaliator is the most realistic and exciting flight simulator ever created.

## 1.29 RETALIATOR II - THE SKIES ARE YOUR HUNTING GROUND

It's a new day in the sky. Retaliator II is a new and improved version of the original Retaliator. It's a new and improved version of the original Retaliator. It's a new and improved version of the original Retaliator.



The Fantasy

# THE *on your 100* FANTASY

Enter a world of fantasy and adventure. The Fantasy is a masterpiece of computer graphics and sound. You'll be exploring a vast and exciting world, and you'll be exploring it in the most realistic and exciting way possible. The Fantasy is the most realistic and exciting fantasy game ever created.



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# CONSOLE Crazy

ACE looks at some of the latest releases for the  
Nintendo Entertainment System



There's a little Salamander in you as you make your way to the surface.

## LIFE FORCE - SALAMANDER

Life Force is better known in UK gamers as Salamander - a cult scrolling shoot 'em up that set the arcade right with its eye-catching flaming salamander.

The effect was widely copied in stacks of games but due to contractual wrinkles, the official conversions were limited to a couple of systems and were of indifferent quality. For this reason the old classic is doubly welcome on the NES. Nintendo owners will spot a similarity with Greaser - Salamander's precursor. The opening flurry of laser action is practically identical to the first few screens of Greaser.

But once you have looked up with a couple of lasers or a Super Cannon (depending on your skills) then the similarity ends and you are in for an completely new series of shoot 'em up.

PLAYERS	1	2	3
SCORE	0	1000000	740

Life Force introduces a particularly nasty planet enemy, often called Zelos who is almost immune to your planet unless you do something about it. Confronting Zelos first requires the successful negotiation of an levels of action - three horizontal and three vertical.

The screens are laid out up to the job at hand which often involves blasting a flight path through walls as well as clearing sections. The method of looking up in the center is a standard threat down a whole spectrum of enemies will then pick up the glowing jewel. This will turn into a weapon similar to your standard pistol.

Take this one or wait until you get another jewel which will light up another weapon window in the control panel. Salamander was't better for any thing less than New Platform Lovers. Its Black post without the lights unless you have them.

Cell Sarge's takes you through the Planet Galaxy where you're going Death Hunt's - like giant worms emerging out of the walls try to grab you. The entire level is so fast like Laser Zone II where volcanoes and US Space Ships are your main concerns. Just when you are getting used to life in a vertical world the game flies back on its side for Terror Zone III. If you get the far you will encounter the legendary running fire creatures - and most on side like they are too. The final three stages contain the quick change routes between horizontal and vertical space at the end of level.

But don't get the impression that Salamander is a threat lightening fear of its pretty levels. There is a mean end of level enemy at the end of each level who is determined to stop you sampling the delights of the next level. Particularly tough are the Satanizer attack and the Striker. The latter is really mean when you destroy Zelos' heart and you at the end of the each level.



Shooting volleys in the Double Dribble. The walls of this level are also filled with laser beams.

Normally Life Force pushes the NES to the limit. In sound, graphics and innovation the lot and cartridges are more powerful than ever - adding weight to Nintendo's argument that there is a lot more to be had out of the NES by upgrading the cartridges rather than the hardware they run on. It is certainly tough enough and pretty enough to keep the most discerning of shoot 'em ups busy for a considerable amount of time.

Graphically superb - Life Force now takes up the mantle of best Nintendo shoot 'em up. If you enjoyed Greaser you'll love Life Force. I do.

By Eugene Levy

## DOUBLE DRIBBLE

PLAYERS	1	2	3
SCORE	0	1000000	719

Nintendo's Double Dribble sets new standards for basketball on the Nintendo with some delightful graphics of beaches and great 3D game play for two players - or at one against the computer.

The game is a conversion of the popular Sports cover-up Basketball and has an exciting American big league feel to it. Absolute fun cheer the goals - cheer leaders wave their pom-



# LOCK & LOAD

# OPEN

**Superman II**  
 You'll never see  
 another superhero  
 movie like this one.  
 Superman is a  
 remarkable hero.

**Double Dragon**  
 Double Dragon is a  
 classic arcade game  
 that has been  
 ported to the Atari  
 ST/Amiga. It's a  
 fast-paced action  
 game that's  
 perfect for  
 the home.



**WOLF**  
 WOLF is a  
 classic arcade  
 game that's  
 perfect for  
 the home.

**WOLF**

WOLF is a  
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 DRAGON**

**BATMAN**



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# THEME PARK MYSTERY



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Now you're stopped through the gates. Enter... or guess back.

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# ULTIMATE GOLF

**GOLF** hasn't been top of the list in recent years. Most racing and battle sims seem to have stolen the limelight. True, we've noticed when golf games were one of the most popular genres around. Zenobia's Ultimate Golf hopes to put the clubs back on the green for keeps with a state-of-the-art interpretation of the sport.



From on the green and observing the course via the player's position. When you actually make the shot, the player's position will rotate 90 degrees.

The presentation makes every shot a certainly impressive. Colorful 3D atmospheric levels combine with highly detailed playing surfaces that will leave anyone used to the old Bunker and 200 golf games scratching. First, you can play against a computer opponent to test your improvement. Second, you can play solo, first and club position to achieve precise ball control through hooks, slices and spins. Finally, you can view the pitch in detail by using a space- or mouse-out map display as well as the standard 3D playing screen.

Once you've set up your shot, you get a text list of statistics on your player figure taken a swing at the ball. The graphics on the Amiga version (the only one we've seen) are great and easy to interpret so that you can make meaning for decisions about how and where to place the ball (and allowing of course).

Finally, programmer Paul Dight (who previously gave us FORT on ST and Amiga) is

A quick preview of  
GREMLIN'S bid to  
resurrect the ancient art  
of micro golf...

planning to release different course data for use with the game - you get free use with the basic program. Looks like computer golf could be on the verge of a comeback.



RELINE's new shoot-  
em-up has echoes of  
*Defender* and *Choplifter*.

But is that enough?

**DYTER 7** takes its inspiration from two of the classic shoot 'em ups - *Defender* and *Choplifter*. From *Choplifter* come the key figures that have to be guarded from danger by your choppers, and from *Defender* comes the sophisticated radar which shows the status of the enemy attack vehicles that have to be destroyed before progressing to the next level.

These dual elements of strategy do something to elevate *Dyter 7* above the plethora of shoot 'em ups, and, plus the game up - among the additional rarity games that seem to be about the extent of most publishers' imagination these days. On the other hand, adopting two conventional game ideas is hardly the stuff of original events - but at least the games were well chosen and the whole package is put together with flexibility (especially in the programming sense).

Forty's extra attack again - but this one the battle is fought from either the sea or space. The enemies are taking over the planet nearby by country and island by island. From our fortress below the sea you launch the nuclear attack. *Dyter 7* is an attack opportunity to be made gently, slowly by bobbing on the total involvement of power-ups that are liberally raining the combine.

There are eight levels of play - four above ground and four below. The first requires the

# DYTER 7



**AMIGA**

Requires an Amiga 500 or Amiga 600 with a hard disk. The game is available on 5.25 inch floppy disks. The Amiga version is priced at £78.00. The Amiga version is priced at £78.00. The Amiga version is priced at £78.00.

MAPS: 4    ENEMIES: 7  
 GUNS: 2    EXPLOSIONS: 7

**780**

enemy on a series of tropical islands - starting with land attack vehicles, frigates, subs and gun boats (and offshore). Since all appearance has been eliminated you can progress to the next level. You have to be quick about it as well because the enemy submarines will deposit a fresh supply of bombs if you don't manage it in time.

Entering the sea level involves flying down to the ocean - through a volcano. The seriously scoring shoot 'em up that follows is quite novel - even if it is a bit too easy by comparison with the level that precedes it. It must be a first flying down-water, rather than up. Power-ups are essential here - you need at least a multi-directional laser to survive the level.



Showing your way to over the islands.

Best of all are the two scenarios that you can play up and then back to the safety of your base. After you land this one out of the chopper-like little islands. You have to rescue them as well. If you ignore them and just start blasting it out with the money you won't be able to get your hands on these vital power-ups.

It's refreshing to come across a shoot 'em up where there is a lot more to think about than the next power-up. *Dyter 7* has action - plenty but also forces you to think about the light other than mindlessly pumping away on your fire button. Let's hope it starts a trend.

By Eugene Levy

If I say Detective Software Inc. it probably doesn't mean that much to you. But what if I mention *Fast Drive*, *Fast Drive II*, *Hamball*, *Hamball II*, *Grand Prix Circuit and Cycle*? Those games were all developed by DSI and now they've come up with another fast-paced racer enhanced to a far degree by Tenaris' third *Skid Marks* career.

Influenced, spokesman Don Marbeck later puts, "The end up, of course we took a look at *Hard Drive* and adopted the things we liked but we were the first company to produce a racing game with first-person perspective, so if that aspect *Hard Drive* was influenced by us, by odds. We wanted to take it to the next step to change the technology from being graphics to enhanced 3D generated realism."

Going under the working title of *Skid Marks*, there's no denying the game's pedigree for performance. The most striking aspect of the game is its responsiveness to *Hard Drive*: This is, mainly due to the two games employing similar 3D polygon/blend vector model displays. But *Skid Marks* takes pole position over its rival by



Developer Steve Tenaris in the driver's seat (simulator) on a 486/333 graphics card. Screen shots: Skid on page 7

# SKID MARKS



Just one of the available viewpoints after options

offering more features including car model selection, track editor and extensive race replay facilities.

You start by choosing your car—in the *Fast Drive* fashion—well it's using 3D models of the current car supplemented by a graph and set of its vital stats. The game will eventually have eight different car types to choose from including the latest sports cars, classic models, and jets or two-wheeled like a dirt-buggy or a polka-van with giant wheels. Marbeck explains: "We're used to get used with different attributes and abilities to really make a difference to the gameplay."

Then there's really to race around a track populated with bridges, round roads, barriers, left-hand buildings, topographical, slippery surfaces etc. There's no need to worry if you don't like the track layout because you've got a built-in track editor which allows you to create, edit, save and reload your own-track designs.

The overall feeling you get from playing *Skid Marks* is that of immense fun, but it really comes into its own when you use the instant replay options at the end of your race. The numerous options available include automatic

DISTINCTIVE SOFTWARE INC./MINDSCAPE  
slip into top gear and prepare  
to overtake *Hard Drive*'

where the camera follows your car in a left-copier manual camera control which allows you to change the vehicle viewing angle and zoom in/out, and a full-screen Sportsview view of the proceedings. All this is controlled through VCR-like buttons for play, pause, slow motion and frame advance. Another view option is provided by cameras located around the track, the new watches from one camera to another during the action. You can also adjust these camera's height. It had just as much fun watching a race as I did driving it.



High speed view across Skid Marks' superb track (simulator). Other screens: the below-out tracks quite substantially.

I played an early version of *Skid Marks* on a 486x6 and 16MHz PC with VGA graphics and was well impressed. It didn't set a new speed even on slower machines. The PC version also supports VGA, CGA, MGA, MCGA and fairly graphics modes plus RGB and filtered sound boards.

DSI is producing another seven games for Windows over the next 12 months including a couple of sports simulators and a game influenced by *Proton* and *SanCity*. Let's hope these titles match the expected quality of *Skid Marks*.

by Mike Hayes

SOURCE FILE			
ADDRESS	1000	1000	1000
CITY	1000	1000	1000
PC	1000	1000	1000

## DSI WHO??

DSI has developed over 40 games in the last eight years. This Canadian company was set up in 1980 by Don Marbeck and 18 other computer enthusiasts to build a strong base of multi-media programs, graphics artists and musicians (Marbeck had his). At the time only 20000 was being to register with us. I cannot recall the games that showed the capabilities of the computer? Today DSI has over 70 games including a 3D production game on the Amiga 70, 1048 EX Macintosh, Apple II G3 and Windows 3.0 and Windows 3.11.



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scorvons of a  
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E-motion) takes you to a  
world outside the stars  
and motion of the 1980's  
a few days later you can play  
to see an empty or even  
the ever-changing kaleidoscope  
of multi-colored  
pieces and what a  
game of E-MOTION  
is for everyone who  
likes to play. You  
also learn to see the 2nd  
Century!

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E-MOTION  
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SPECIAL HELIX  
CUBE

- 50 levels  
including 1  
types of  
bonus level
- Unique  
ray-traced  
graphics  
graphics
- 4 channel  
stereo (it is only  
hard  
core compatible)
- Simultaneous  
3 player system
- Realistic  
simulation of  
motion
- 42 colors  
total
- Hidden  
secret  
levels

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WORLD  
WIDE  
FOR  
EVERYONE

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U.S. GOLD



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battlefield are now  
invading your screen.  
As Keynes discovers  
how you can get in  
on the fun...

# HEAVY METAL

Ever since their first military action back in World War One, tanks have dominated the 20th Century battlefield. Their mere presence creates a psychological fear seldom caused by any other piece of military equipment. Tanks can bring both a repression and liberating force to any armed conflict. Who can forget the episode in *Chaplin's* *Tramp* *Square* last year when a soldier's sudden need to thwart the progress of a British tank after his fellow conscripts had been slaughtered? The Russians' counter-revolution at Christmas was heralded by soldiers going their tanks over to the reds in a sign of unity – the people-free moments using the tanks through the streets of Russia. Both equally compelling scenes, both showing the overwhelming strength of the tank. But this was not always the case.

#### LITTLE WILHEM AND THE LANDSHIPS

Despite the forward thinking and dreams of Igouretz (the *Leonicus* De Villis and HQ Wells), tanks were originally invented to fulfil a specific purpose. In the wake of the stalemate of World War One trench warfare, in February 1900 the Landship Committee – headed by Winston Churchill, then First Lord of the Admiralty – was created to develop the concept of armoured and armoured vehicles. As most members of the committee came from a naval background, these machines were called Landships.

In August 1917 the Landship Committee commissioned William Foster & Co to build a prototype tank. Little Willie was the first successful armoured tracked vehicle, originally fitted with a turret. Born of armour and a top road speed of 2.5mph. Other prototypes followed – including Mother (Big Willie), culminating in the Mark I – the first tank to enter service with the British Army.

The British Army formed a new unit in May 1918 – known as the Heavy Section for security reasons – equipped with 150 Mark I tanks. The Mark I had the classic rhomboidal shape in order to negotiate trenches and other obstacles found on the WWI battlefield. It came in two variants: Mark and Female. The Male model was armed with two Vickers QF

guns and two 88mm Hattches machine-guns, while variants had four 7.9mm Vickers machine-guns and one Hattches machine-gun. Still variants were covered by eight feet armor of 6-12mm. A top road speed of 3.60km/h, fuel injection, heavily armored and unpowered conditions, and were very versatile.

The late first saw action at Verdun on October 15th, September 1905. Despite heavy losses, they performed well — easily conquering enemy resistance, reaching and destroying the occupied objectives. The failure of the tank was assumed.

#### PANZER BROTHERHOOD

After the First World War Britain followed down to lead in tank technology by producing military's military tank design. Germany tank-both was developing at a remarkable rate. Military strategists look to Britain's General Fuller and Captain Burt and the French General DeSelve suggested the formation of a new armored mobile force. In 1927 the British Army set up such a unit, the Experimental Mechanized Force. This formed the basis for Germany's Panzer Division and their successful Blitzkrieg campaigns at the beginning of World War Two.

Ignoring the armistice restrictions of the Versailles Treaty, Germany secretly carried on tank development in cooperation with Russia until armistice started in 1918. Military was foremost in German military strategy with the tank being a central role. The first Panzer Division was formed in 1935, there were effectively separate armies with their own, equipment and air support. At the height of WW2 Germany had 30 such divisions. Heinz Guderian leading German tank forces and adherent to Hitler was the main driving force behind the Panzer concept and its ultimate application. Blitzkrieg, a mobile war fought with mechanized forces in conjunction with air support.

During WW2 Germany produced the most famous and feared tank in the history of armored warfare: the Tiger. In 1937 the German general staff decided they needed a heavy breakthrough tank to handle armored assaults. The result was the Tiger, a tank, personally ordered by Hitler. This monster was armed with the excellent 88mm KwK36 L/56 gun (which was originally an anti-aircraft gun with 50 rounds of ammunition, had 25-312mm of armor, a top road speed of 35km/h, and a crew of five). Tiger was the most feared tank on the Western battlefield. In 1944, a single Tiger led up an entire Allied division in France, destroying 25 tanks before being outflanked. German tank crews often feared approximately they were a lawsuit of Hitler's wrath. With 50 units. Unfortunately Tigers were plagued by the Russian campaign — the overground and cold weather caused high casualties, especially at the Battle of Kursk in 1943. Despite their notoriety, only 1,350 Tiger 1s were ever produced.

#### RUSSIAN SUPREMACY

The Soviets are, to this day, the biggest proponents of armored warfare. Their revolutionary tank designs have led them to the forefront of mobile combat, since the introduction of the T-34 during WW2. However, and exactly they have been better known for quantity rather than quality (the "cheap steelwork" armor of the T-34 — designed by NI Koshkin in 1937 — changed the course of tank development). Soviet tanks have been involved in every armored conflict since WW2 including the 1963/1965 six-day conflict, and the Iranian, Serbian and Afghan wars. In 1967 the Russian further developed the concept of mechanized warfare with the introduction of the BMP-1 (Vf Infantry Fighting Vehicle) which allowed infantry to keep up with the tanks in a protected and armed vehicle. Every mechanized force in the world now has an IFV in service. Despite Soviet armored warfare strategy works on a simple principle: sheer weight of numbers.



If you want to find out more about tanks and armored warfare then check out the Royal Armoured Corps Museum at Bovington in Dorset. The following books may also prove useful: *Western Front Combat* by Christopher F. Foss and David Miller (Osprey/Macdonald); *Tank Warfare* by Major Phil Coyle (Penguin); *Panzer in Moscow and Tactics of the Soviet Army — New Edition* by David I. Lynn's Publishing; *Compendium*. Alternatively why not play a tank simulation or game on your next?

## NOW IT'S YOUR CHANCE

Tanks are a favourite subject for computer games, at least that is, ever since the introduction of a soft spin up called *Blitzkrieg* back in 1987. The 3D version greatly fleshed-up their steel and lined around realistic tank warfare and combined gameplay, modelling and animation that really has never managed to better it... but that hasn't stopped anybody from trying.

The range of tank simulators and games is impressive, though I've never seen a WW2 tank game — yet! Every computer system from the Mac to VCS console to the Macintosh has at least one tank game available for it, whether they're commercially on sale or in the Public Domain. In fact, the VCS has one of the best tank games around — and it came bundled free with the machine. Combat for a variety of practically obsolete and very simple tank and plane games.

*"The enemy have employed new engines of war, as great as they are effective."*

Blitzkrieg (part of the German) Front Series  
commentary on the first use of tanks  
during World War One



Blitzkrieg (German) Blitzkrieg in Battle  
game on the Spectrum







# for a Test Drive

## IN THE DRIVING SEAT

It's a matter of time before you'll find a more powerful and sophisticated computer.

It's not as if you've suddenly had your mind open to the world of 3D. You've simply had a computer that really can handle it. You can produce a moving image and watch it. The computer can store an image and send it back to the monitor. You can produce a moving image and watch it. The computer can store an image and send it back to the monitor. You can produce a moving image and watch it. The computer can store an image and send it back to the monitor.

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The first computer with the energy.



Control by the 3D game engine.



Control by the 3D game engine.

Monitor/Computer Monitor

Speaker

Keyboard

Mouse



Control by the 3D game engine.

Control by the 3D game engine.

Gameplay Controls

Control by the 3D game engine.

Monitor/Computer Monitor

Control by the 3D game engine.

Monitor/Computer Monitor

## GUNNING FOR ACTION

It's a matter of time before you'll find a more powerful and sophisticated computer. It's not as if you've suddenly had your mind open to the world of 3D. You've simply had a computer that really can handle it. You can produce a moving image and watch it. The computer can store an image and send it back to the monitor.

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Control by the 3D game engine.

Control by the 3D game engine.

Control by the 3D game engine.

Control by the 3D game engine.

Monitor/Computer Monitor

Control by the 3D game engine.

Control by the 3D game engine.

# ARCADE · ACTION · ADVENTURE

## TRIAD



## VOLUME 3



Resurrect your warrior, your aggression, the dragon spirit from the **Triad Dragon**.

**Dragon Hammer** - 30%  
Resurrect to last, return and probably stay again!

**The Last Dragon**  
Return to the last of returning that last an ancient game have passed by the time the way it went long!

Game on  
Resurrect to going to see a monster 10!



**Blood Dragon** - 30%  
This game is an action, adventure and strategy game. It's a game that will give you a good and a bad time. It's a game that will give you a good and a bad time.

**Blood Dragon**  
It's not in the middle, but it's not in the middle. It's not in the middle, but it's not in the middle. It's not in the middle, but it's not in the middle.



**Dragon** - 30%  
This is a game that will give you a good and a bad time. It's a game that will give you a good and a bad time.

**Dragon** - 30%  
This is a game that will give you a good and a bad time. It's a game that will give you a good and a bad time.

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This is a game that will give you a good and a bad time. It's a game that will give you a good and a bad time.

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This is a game that will give you a good and a bad time. It's a game that will give you a good and a bad time.



# TRICKS 'N' TACTICS

**Well Dungeoneer Master fans** here it is: the final part of Les Brien's guide, which details levels 9 to 14 of the game. Now you've no excuses for not completing the whole thing.

## LEVEL 9

Items to be found: Storm Ring, Pendant of a Lost Green Mage, Blue Mage Box, Ring of a Green Conjuror, Flask of Sorcery, Green Key Green-Gem.

When it rains, it pours — take one step left and walk through the wall. It is a good idea to mark this point in case you need to return in a hurry. Turning left will bring you into a gilded room. Search for a button to open a secret room.

A short distance after you pass the wall you can walk through on your right is an invisible field which turns you through 180°. This can be confusing so don't rush!

After passing through a gate keep to the left while searching for a button to open a secret room.

The next gate you come to will lead to some downward stairs going down. There is nothing in the room below.

You will find an undesirable gem with a chest beyond and a door to the right. The door opens a pit dropping the chest into a room below (marked earlier). With the pit closed, explore the passage to your right to find an invisible staircase. Go up and you will find a pit to your right which will drop you below the gate. Search for a button before dropping down the pit.

What is under 'foot' is soon



# THE ULTIMATE DUNGEON MASTER GUIDE

(FINAL PART)

overhead — the passage ahead has 3 floor buttons on each side. As you step on each it leads to a field at you. The next place to step on each floor button (moving away quickly to avoid being hit) will only need to be done on one side.

The next area is found on the other side of the floor buttons. The left hand one takes you through a series of passages and rooms at the end of which you will find a button to open a secret room.

Lighten the button — Car beams weigh nothing, use it to open the gate by placing it in the slot.

The last gated room at the level contains an important item.

## Level 10

Items to be found: 2 Keys of a Lost Green Mage, Book of Life, Amulet, 2 P.U. Bombs, Speed Run Water Flask, Moonstone, Staff of Speed, Tarsus Plate, Lost Plate, Foot Plate, Magma.

Beware my limited humour: the discover the stairs — you must state your way through the pillars, going first to the staircase left, the right, left and right again to find an opening on your left. Which ever passage you use the key of 9 is open, they both end up at the same point. Check the items dropped by anything you fall to find a second key of 9 to get you out.

Down — as you step on the first pit you will be moved around the room until you see a visible step off into the passage

on the other side. Precise timing is required to get off the moving gate. Halfway round the room you will find a blue table with a spare level of 9. You should be careful to enter the space for careful as the base will transport you to the very beginning of the level.

The next gate you come to opens into a large irregularly shaped room. If you pass the left bar just after the gate you will release monsters that are held in fields around the room. If you walk straight ahead of you you will come to monsters guarding a button to open a short secret pas-



Fig. 2

sage to the right.

As you leave the room the fields containing the monsters will be turned off releasing them. As you travel along the corridor you will find a gated room on the left, enter and search for a button to open a secret panel. This room may be transported back into at a later stage.

A monster will drop a skeleton key when killed in the passages to come to look after it.

Two secret rooms are to be found in the following corridors so check the walls and look back to find the rooms after entering out turn which have no obvious entrance effect.

You will soon come to 200 gates around side by side. These should be closed to allow you time to plan ahead, and when threatened to run back and fight them.

Further along the passage

you will find another two gates a little further apart. With the previous two they should be closed as before.

A room will be found with a tower button on the wall, this button transports you back to the room mentioned earlier. This could be useful if trapped by pursuing monsters.

## Level 11

Items to be found: Fury Elemental, Staff of Power, Storm Staff, Staff of Sorcery, Magma Box, Staff of Speed, Foot Plate, Plate of Life, Green of Life, Plate of Life, M.M. Potion, 2 P.U. Bombs, 2 Green Mage Boxes, Skeleton Key, 2 Green Keys, Magma Key, Green.

As you enter this level you will be confronted with a rectangular passage room. There are four of these rooms and an invisible transporter moves you between them. Figure 1 shows three corners (1) a staircase (2) a gate (3) and a chest (4). (5) marks the location of the secret panel which



is your way out. As you move around the rooms you must find a way to open the gate in room corner 4. The gate will not close immediately, step back and wait for a moment. Open the chest and take out the key. This must be turned in the keyhole on the wall of one of the rooms to open the panel and allow you out.

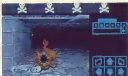
When you finally escape the rooms go down the corridor to the right and through the gate. You are in a passage with many holes in the wall. On to the end of the passage you will find a useful item. When you pick up the item the corridor will fill with poison gas. Have plenty of V1 potions ready and wait until the gas has gone while drinking the potion to stay alive. Once you have survived the gas regain your strength because the next step forward will release gas further along and the 2 poison chests if you have

more, more gas. Be patient; let it do the job itself and you will survive this puzzle.

Search the next gated room to find a handy switch.

As you search for this you will come to a short passage just around a right turn with another short passage behind you on your left. They lead around the corner and wait a moment for the panel to open. You will find a button on the right wall when the panel was there to reveal skeleton key.

You will come to a pair behind which are three gates. On the floor is a Green Key to open only one of them. They all lead to the same place. You need to find



cooper coins in the passages to use later on. The centre door is probably the easiest to get through. Search carefully for these cooper coins. When you have managed both your chosen passages, find the next gate (the right). Search carefully at the ear edges to come to a ball to open a secret niche.

Later you will come to double gates. Beyond these is a left leading to a pair after which you compare your skeleton key.

Change my view - Use the magnifier to open a secret panel trap on wall to find the ruby key.



Fig. 3

At the end of the passage with the double gates is a room with 3 coin slots in the wall. Cooper coins will open access containing useful items listed later:

- 10 Figure 2
- 10 Yellow potion
- 10 F10, bomb
- 10 Green magic box F10, bomb
- 40 2 Cooper coins
- 10 Green key
- 10 Chest of food
- 10 Green magic box

Open number 4 first to reveal more cooper coins. If you don't

have enough coins, try all the slots open. 5 take the green key and walk all the way back to the start of the three pairs where you first used a cooper key and explore another passage for more cooper coins.

#### Level 12

Need to be found Green of bars, Stone of Cur, Plate of Bars, Palace of Bars, Helm of Bars, Helm of Life, Moving Star, Super Green Staff 2 F10, bomb, M10 potion, Stone of Speed, Book, Master Key, Laser and Key, Super Key, Skeleton Key.

At the end of the first corridor is a large room. Two paths left

into them are a series of you opened and closed by the pressure pad you just dropped on. You can see a broken black line when the pad is open.

Taking the right hand wall from the left room you pass a gate requiring a key to open. Press to the left and enter a small room. Press the large button found here on the left of an alcove and return to the left room. Now take the other wall across the gate on the right and enter another larger room at the middle of this room is a small room with a key in it. Take the key and return to the room you passed which required a key (mentioned earlier). After the door has been opened, the master enters and is killed to make it drop a key. Dropping it down a pit in the other room is advised. You must then climb down to retrieve the key. Use the rope to get down if you prefer it up on an oval or level. If not, you will have to drop down.

#### Level 14

Need to be found Square Key, Eye of Law, Castle numerous Coins, Blue Gem, Green gem.

Use the wizard key to get access to the Dragon trail. This is only named as it is guarded by only one dragon, which is the most uninteresting one you will have encountered.

Head along the corridor until you find a hole in the wall - this



is a large room. Two paths left

into them are a series of you opened and closed by the pressure pad you just dropped on. You can see a broken black line when the pad is open.

Taking the right hand wall from the left room you pass a gate requiring a key to open. Press to the left and enter a small room. Press the large button found here on the left of an alcove and return to the left room. Now take the other wall across the gate on the right and enter another larger room at the middle of this room is a small room with a key in it.

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## Puzzle



## Tales of the Drained



## The Aquanoid Mine



## Games at Home 1

1. Enter the password "gamestest" into only on floor 14.
  2. You can't walk on an unpowered floor.
  3. Move in an unpowered hallway at all openings. And
  4. Walk in a yellow hallway as usually, as blue and red floors from you when
- in the hallway, because of the security of the floor, you can't go into a public

## WANDA

## Working Order

## Can sell you

1. A mirror for 1,000g
2. A pair of wings for 1,000g
3. Backpack for 1,200g
4. Silver sword (see below)

## sell

## Can sell you

- A gold necklace for 900g
- A ruby ring for 1,200g
- A necklace for 900g

## Wanda

- After writing you sell as
- you will give you a crystal
- you hear the first
- of "N", go to see for
- you see will a on you the sec
- book

## Right Inside!

1. Can buy a potion for 1,000g
2. Can drink a tea
3. Can heal some energy for 50g

40. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door. Walk through it and you will see a purple door.

41. Go to the top right corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

42. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

43. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

44. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

45. When you go to the top left corner of the map, you will see a red line. Walk through it and you will see a green door.

46. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

47. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

48. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

49. Go to the top left corner of the map and walk through the hallway to the right. You will see a red line. Walk through it and you will see a green door.

## Wanda's

1. If you put the key in the door, you will see a red line.
2. When you see a red line, you will see a green door.
3. The red line will be on the floor.

## Wanda's

## Can sell you

1. Short sword for 1,000g
2. Long sword for 1,200g
3. Silver sword for 1,000g

## Wanda's

## Can sell you

1. Small sword for 1,000g
2. Medium sword for 1,200g
3. Large sword for 1,500g
4. Small sword for 1,000g
5. Medium sword for 1,200g
6. Large sword for 1,500g

# CONSOLE CORNER

opens a panel to the main room where you will find the dragon. So be careful!

Just as you enter the room you will find a pair of stairs under which is the figure you fly. Carefully move to the left of the main where you will find a door to push with the key. Now the door is shattered a number of items, one of which the eye of level could prove extremely useful. Press through the door to confront you is the power gem enclosed in a float which must be broken. Use a 20-ARMED GA spell to get the gem. When the gem is free hold the fireball up and click the mouse to join the key. You now have the most powerful weapon to be found when the dragon.

The door on your left is opened by placing a silver coin in the slot (provided - there is a coin on the floor to the left of the door). The room only contains an altar of earth but is very useful for making the dragon.

You will find that the staircase you entered down is now closed. The spell go to the staircase at the opposite end of the dragon room. This will take you up to level 12.

#### Level 12

Items to be found: The Patron Flame.

You are now turning the end of your quest. The final get out of

ruined by Linn's wicked, gods if you are among them. Love lot!

Linn has also converted to a complete guide to Chess Strikes Back which he is currently working on. Look out for the ultimate in Chess. Tell us these pages soon.

#### CARTOON CAPERS

If any being at all of the animation in *Beavis and Butt-Head* No problem with his. His number from *Over the Top of Mouseseum*, level.

Start playing the game and press a, first type **GOOSEBOLD** "TEP". Now continue the game and of back animation.

#### THE EVEN MORE MATHS: MATE DANDON MASTER (AND CHANGES OVER)

"Why does everybody go 'CLEAR'?" says *Legs of Llanabon*. When they find an item of 'quartz' in your. At out your character in the staff and the lights (just you into or no damage the water and a 'password' and the rock mountains. Use the spell (why do you think the lights have such a good white glow?)

#### SWITCHBLADE SWIRL

Once the word **SWITCHBLADE** has appeared on the title screen do the following:

There are two levels. Select the level you want to start on. Hold

down the following all at the same time - **CTRL** - and hold.

**Anti Farmer** **Blowers** **Blowers**

#### BATTLE BOUNDARY

While playing type in **WASTOR** and you want get touched. Now press **F1** to **F10** to get your weapons together.

Matthew Ben. Bristol

#### NEWS FOR NINJA

##### BATTERS

These two games at The Game Centre have got a few choice prizes to give. Maps, stickers, papers, some 'approved' reports.

#### THE GAME CENTRE

##### THE GAME CENTRE



##### THE GAME CENTRE

##### THE GAME CENTRE

**ARMA** - Put **CRPS LOOK** on then type the word phrase you mean. For fun of **CRPS LOOK**.

**THE TERMINATOR** - Press body parts: episode when you do.

**MONTY PYTHON** - Games come in backwards.

**GOFFY** - Games come in backwards.

**A SMALL GUY FOR A MAN** - Move gently jumping ballers will catch right off the top of the screen.

**STEVE AUSTIN** - Pressing **O** during play will toggle slow motion on and off.

**BT** Hold down the **ALT** key while you type the following: **CAGALANCA** - Black and white game.

**CONCEPT OF THE GALLERY** - Repeat the screen mode.

**THE SUPERMAN** **MONTY PYTHON** **GOFFY** and **A SMALL GUY FOR A MAN** will be given.

**Intercom (GAs)**, and **MEPS** - No of other.

**DATA TO THE BEAT** - Pressing **O** during play will toggle slow motion on and off.

#### NEVER MIND THE PARADOXES

Stick on a head in *Never Mind* will give I carry **Paul A. Matthews** of *Southborough Lakeside* store can get you out.



The passwords are 10 x 40 long, but the middle two are 10 times that long. The passwords would take one of the form: **52 23 2 14 12 10 102 104 12 11 12 15 12 14 12 14**, depending on the level number.

Decode the level number by 4 and take the remainder 0 to 71 times the password is **07 27 to 12 10** when the moving two letters are fixed is as below. I don't think it actually matters what group of four letters you use as a password. It will start the game at the right level as long as the password has one of the above letters.

The middle letters are based on the level number divided by 10 and the remainder. The numbers you get are encoded as follows:

**0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71**

The fourth letter of the password is the letter corresponding to the level number divided by 10 and the third letter is the remainder.

So for level 18, remainder divided by 10 is 2 so password is **02 BC** and dividing by 10 gives 1 remainder 2 so the middle letters are **14**, and the password is **0204BC**.

There are 255 levels in total.



the demons first. The password you wish using cannot be entered by any creature including Lord Chaos. You can use magic of rings. The fire elements can be done away with by repeated using with the **Flareball**.

The best place to take on Lord Chaos is in the room on the far left.

If you succeed you will be rewarded with an expensive stone.

#### GOOD LUCK!

Well that just about wraps it up. It's sure that many people interested in the game will have been

down the level number as well as the key button until you appear in the level you selected if it fails press a button and try again.

Scott Davis, Cambridge

#### BATMAN THE MOVIE - ANIMATED DVD

If you want to skip level, of you have to do it this. Being the



# Ultima VI

The False Prophet



Ultima VI: The False Prophet



Ultima VI: The False Prophet

Ultima VI: The False Prophet

Ultima VI: The False Prophet

Ultima VI: The False Prophet

**ORIGIN**  
Entertainment



## MINDSCAPE

Ultima VI: The False Prophet is a role-playing game developed by Origin Systems and published by Mindscape. It is the sixth game in the Ultima series.





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# Rings of Medusa



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NCF April 1989 Issue



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# ACE NEW WORLDS

PAT WINSTANLEY CHECKS OUT THE LATEST FANTASY RELEASES

## FREE ADVENTURERS APPLY HERE!

The computer game industry is a funny thing. At one end of the spectrum you have games that take gamers like *Champions of Krynn*. Others place players back-to-back together with their single-player color boards brimming of goodness. At the other are educational programs, selling their spare hours away simply for the love of it.

To be listed among them the CD-ROM can cost \$20 each, while a PC library will charge that for you, perhaps with programs, some of them of a better standard than the average fare. The question is: Do the games are equally playable, how does value for money affect the quality of the game?

Most of the games I'm going to review from the genre are pen-and-paper style, usually using a keyboard without the fancy packaging, graphics, or a few rough, unpolished details of quality of art. This assumption is made regardless of the system which you'll be playing on.

Usually, most of the games I buy are purchased by mail order from a hobby store, and I'll not earned cash for their own personal copies. In other the fancy boxes are well-advertised, fantasy games are stocked by "YOUR local software store".

Again, a class of best adventure game that has recently flooded, including *Champions of Krynn* and *Legend of the Five Rings*. I also played another one, *Legend of the Five Rings*, and continued to do so for hours with little light sleep or feeling frustrated.

Having had much of the city of physical attention on my own around the world, I'll not offer this cheaper one, being the better alternative. Perhaps I'll have, but I'll not have your "game" or "software" in my hands.

RELEASE DATE	
CD-ROM	Available
AMIGA	Available
PC	Available



*Champions of Krynn* The hero in the AMIGA version, from SSI/US GOLD

manual combat becomes the order of the day. If a hit is made, the recipient of the blow or spell loses hit points. A character whose hit points reach zero is unconscious and out of the fight. His might also be done, in which case another party member must use one of his combat skills to bandage the victim and save his life.

After winning a fight there is usually had to be shared out. Sometimes, they consist of large quantities of treasure and magical objects, if you can be bothered to collect it. Can be taken back to the nearest magical and sold. Many items such as scrolls, swords, and shields are worthless on the ground hand market, but will generally fetch a good price to combat selection is needed.

Compass after a battle gives the party a chance to rest up and heal wounds, restore stamina, and generally taking to the waters of your party, including skills, game speed, etc. It's also a good time to save.

When you have accumulated sufficient experience points, it is time to head for the training hall where characters can rise in class.

<b>LANGUAGE</b> ...	80
<b>ENCOUNTERS</b> ...	70
<b>WORLD VIEW</b> ...	60
<b>GAMEPLAY</b> ...	50
<b>GRAPHICS</b> ...	40
<b>ACE RATING</b> ...	850

Our recommended game which has you doing all the work rather than simply playing in it.

# CHAMPIONS OF KRYNN

The Dragonance AMIG game world has already been compared with *Heroes of the Lance* and more recent. *Champions of Krynn* is which, how about this game? The main difference is that role playing concepts are at the heart of *Champions of Krynn* with more considerations pushed out to the sidelines - good ideas for people like me who prefer to think and plan rather than live by rote rules.

*Champions of Krynn* is not just after the fan of the *Lance*. Although the tactics of set have been flattened and deepened and the rules of good have returned to their former, robust still seem to be designed to guide against the players of real which remain. But that is to maximize a party of adventurers to love in the border outpost.

For the first time in role playing characters for the party. These can be any of seven races, each of which has useful characteristics. Thus it deserves an especially resistant to magic or which is dodging spells and parts who no longer have the ability to learn intelligent opponents sending them into a helpless rage.

Only scores such as strength, durability and charisma are then randomly generated for the character. These scores can be modified if required to allow you to match your

## A Dragonance 'role playing' epic' from SSI/US GOLD

computered character to are more to your liking - a great opportunity to cheat. Character class and alignment set real. Class can be anything from fighter to magic priest or ranger. Some races such as half elf have two classes such as cleric/fighter/mage allowing greater flexibility with the disadvantages of these advancement of levels.

Since your party's assembled you set out on a mission. To set the tone of "front of red banners and bring soon start, becoming fierce as the team is created with" monsters and enemy soldiers. Combat takes place on a pseudo 2D screen with each member of your party and the enemy characters shown in profile.

If you feel like you can already switch combat to auto so that the computer takes care of the fight for you. This is very useful early to see what different commands do and which tactics give the best chance of survival. As spell casting becomes more important the auto locking onto some of its them and



Character abilities come into play during battles and events in this puzzle.

RELEASED BOX	
AGE OF	1994
GENRE	Adventure
PC	Windows, Linux, Mac OS

levels, improving hit point limits and increasing the capacity to memorize more and better spells.

Spell casting seems horrendously complex at first but simplifies greatly after a little practice. Spells can be cast to require clerics and high-level knights and can exist in one of four forms: the character's memory or a gemstone, on a scroll or in a wand. Almost any

spell we've available to high-level characters although less spells can be memorized at a low-to-mid-level character is required.

Clones generally cost taxing and protect the spells with images that access to a wide variety including thinking about, cast, absorb and blocking goals. First and while related images can both cast many of the spells but each also has their own exclusive tags, reflecting their alignment. Best spells tend to be more expensive while while spells are more common.

All the more complex the nature of the game. For newcomers to the series of *Kyrin* and the AGAD rooms generally the same can be played on a fairly simple level similar to many other RPGs but for the player also demands plenty of depth and accuracy.



Multiple puzzles are usually accessible and present a great deal of challenge, making them a highlight of the game.

effort to detail *Chambers of Kyrin* will prove intricate and highly effective. The difficulty level allows steady progression through the game with new powers and resources to be discovered at every turn.

#### LAST THOUGHTS

The game is a very solid and well-developed title, offering a unique and challenging experience that will keep you entertained for hours.

#### EXCITEMENTS

The game is a very solid and well-developed title, offering a unique and challenging experience that will keep you entertained for hours.

#### CHALLENGES

The game is a very solid and well-developed title, offering a unique and challenging experience that will keep you entertained for hours.

#### SYSTEM

The game is a very solid and well-developed title, offering a unique and challenging experience that will keep you entertained for hours.

### ACE RATING #20

Definitely a must for any adventure fan. RPGs and especially for *Chambers of Kyrin*.

# THE GOLDEN FLEECE

“Months are by their very nature worthless, passing merely as playthings for our amusement.” So says Aeneas to Hercules over a game of chess. Hercules begs to differ so Zeus makes a bargain. If Hercules can find a human to recover the Golden Fleece, Zeus will reward his worth—a quest who the human is?

Now I must admit that even after hours of play I haven't a clue where or what the golden fleece is. However, I've still been taken on a few of wilds brought right up to date.

The start location includes a large, the

## Traditional fare in grand style from JIM MACBRATNE

next a wizard and a few rooms further sets you faced with a riddle. I heartily get to me and use for them items but I'm not about to let them go so I'm sure they'll come in handy sometime.

If you're over about *Chambers of Kyrin*, *Adventures* you'll be right at home with this game. So far the location count includes around 100 rooms, several riddles, locked doors, a random puzzle solved for which it was necessary to visit to a short programming tutorial for the answer—thank you *AGAD*! Several puzzles still to be puzzled and at least one more as yet unmentioned that that's just from wandering about to get the feel of the thing!

Progressing through the game brings you into contact with a great many houses (you can visit it), a golden relic, puzzles you will find a variety of dying words in his dead language, a man whose steps is 100 lbs weight of you. You'll have steps of you also! All a masterpiece already and let's face it, the correct order and a few which doesn't burn you (at least) to mention just a few of the features.

The game can handle virtually everything you throw at it and the best characters, simply step with atmosphere. Even getting lost in the maze, the system is an experience to puzzle, sense and break or send you steering, reasonable down one way that's

Jim MacBratne has produced an adventure

at *Chambers of Kyrin* and *Adventures* is a delight any fan of the series. And the only thing that the game is, however. This is a very serious game and it's not for the faint of heart. It's a very serious game and it's not for the faint of heart. It's a very serious game and it's not for the faint of heart.

*Chambers of Kyrin* is a very serious game and it's not for the faint of heart. It's a very serious game and it's not for the faint of heart. It's a very serious game and it's not for the faint of heart. It's a very serious game and it's not for the faint of heart.

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#### SYSTEM

The game is a very solid and well-developed title, offering a unique and challenging experience that will keep you entertained for hours.

### ACE RATING #25

Probably, atmosphere, novelty, graphics, puzzles, and especially... what more can it say?

#### RELEASED BOX

AGE OF 1994

GENRE Adventure

PC Windows, Linux, Mac OS

Contact: 17 00 Software, PO Box 87, Main

Post, 951 000 or Jim MacBratne, 17 00

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Last month I commented on how larger memory machines were increasingly increased use of graphics and sound effects with little effect on gameplay improvements. *Dungeon Quest* is a perfect example not only of lack of improvement but regression.

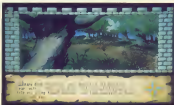
The screen display is divided into two areas, the upper half showing a still graphic of your location (with small, unhelpful details such as bushes) while the lower half is reserved for text input and response. The program is merely keyboard driven apart from the option to click on certain command points for movement.

Locations are excellent, well drawn, colorful and detailed - each location has a different one which must be left for further from about every time you move. This makes for incredibly slow play especially as many locations are new rooms which must be passed through to reach more interesting areas of the game.

In addition to the excellent graphics, sound has been used to good effect. Atmospheric samples such as bells ringing, footsteps in the distance, church bells, etc. are present at each sector. Occasionally the sound can become annoying if track files are spent at a single location trying things out, but on the whole it is a pleasant enhancement add to the game.

Text is beautifully presented too. The main description of each location is displayed at the right of an illustrated map showing a large colorful first letter. Later words to the same location simply bring up a text description. Unfortunately the text window is rather shallow so ending but the screen is always ready to fit scroll up a screen.

With such a well crafted display I expected good things of the game but my enthusiasm changed to disappointment and frustration as I began to play. The parser is reminiscent of one that only adventures with about ninety entities (1-4) read and no multiple objects



There's more going on here than meets the eye... good, think what. Unfortunately, there really is more!

# DUNGEON QUEST

**GAINSTAR put adventure games back by several centuries**

didn't seem to have any other choices.

To call this game a disappointment is to put him an understatement. It appears to have been written by a graphic artist team as a gallery for test work. But nothing else. Pretty pictures and sampled sounds with no adventure behind them do not make a game.



An exciting beautiful location. It really does look better in color.

in the case of GET BOUND AND GO NORTH FROM THE DOOR. GO TO and all the other commands are now become used to using as defined variables) read in the game.

Being limited through being location, I finally reached a corner of a castle where the main description tells of a hole in the western wall but by enough to get a hand through. By that magic was my body transferred to hand me so that I could emerge through the hole? But it not see examples among many of romances which rarely see any chance of life in the game world. The physicians' head came a low spelling machine as well.

Struggling with the corner causes to see

objects. At the point there is a button below you to door locked by a letter leaning against the wall. The picture clearly shows the key and the description suggests you would have to slip down through the doorway to enter. Inside is the corner. Clearly, it seems to disregard the existence of other things. The letter indicated I had found I was up to show this (just or sorry but any other

special or "looking" action with the button-pressing it altogether and concentrating on getting through the door problem requires saying that the door is a hole and doesn't exist anyway. So why would you do?

Another example of the limitations of the parser is a small sack containing Diamonds. All my attempts to open the sack, examine it etc were useless. When I used the command for whom it was obviously intended I spent ages trying to do the right thing using dozens of word variations. At last I gave up and typed "use sack" (largely).

In yet another room I typed "use sword" and was included to a graphic description of my attempts to open a box. Unfortunately this is the only mention I could find of just how to

RELEASE DATE		
AMIGA	CD ROM	OUTLOOK
Other releases TBA		

**LANDINGS** How well does the game play on other graphics hardware with high speeds? Good, average, fair or limited, border or refused to go.

**CONVENTIONS** Are conventions, abbreviations and idioms used to save a screen?

**COMMENTS** Do you have any other comments on the game? What do you like? What do you find the best?

**SYSTEM** What hardware is the game best about? Minimum and a list of the best systems, most any other details.

**ACE RATING**  
4.00

A classic example of graphics being ignored behind the horrendous folly.

# 1



## Rainbow Islands from Ocean

The follow up to Rainbow Islands looks set to be as cheerful a bit as Ocean's last video game from Excessive Entertainment. It combines colorful visuals with lightning-quick platforming with the result that you'll end up with one hell of a game.

Graphics have been upgraded from the original arcade version with the result you get the same 1-bit/8-bit and 1-bit or the low-res but they're better than the original and more colorful than when you reach the end of a level there you can collect thousands of items (points). There are over 200 levels to complete each one more challenging than the last.

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Apart from this there are no strings attached. It's totally FREE for the cost of postage. Or FREE for the price of the game. It's that simple. Here you can see a video of the game.

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# 3

## Fleishish Freddy's Big Top of Fun from Mudpoke

Mudpoke's new videogame, Fleishish Freddy's Big Top of Fun, is a whole brand of laughs. Get from high-graphics with lightning-quick and fun controls. Easy on the eyes, easy on the mind and easy on the pocket. It's the best way to have fun with your computer.



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Commodore 128	£ 14.99	07010015
MSX	£ 11.99	07010016
Atari	£ 14.99	07010017

# IG

# 2

### Black Tiger from U.S. Gold

U.S. Gold have not made this well loved and classic U.S. Gold title come to the latest technologically-advanced video game Black Tiger in a little better to U.S. Gold. The edge from it is always through horizontally-scrolling from a starting hallway and following the action to the end of the level. It's the only fast-acting game you'll find and their steady updates along your adventures. When the going gets tough, whatever trouble the boss sets up, some extra weapons and special attacks are ready. If you're a fan of horizontally-scrolling action games, you'll love this one.

**THEY ARE THE DEMONS & DRAGONS OF HELL - YOU ARE THE...**

Black Tiger		MSRP	CODE
Amiga 500	Box	\$ 19.95	WBA406
Amiga 600	Box	\$ 19.95	WBA410
Commodore 64	Box	\$ 19.95	WBA400
Commodore 128	Box	\$ 19.95	WBA402
Superdisk 40	Box	\$ 19.95	WBA403
Ami CD	Box	\$ 19.95	WBA407
Amiga	Box	\$ 24.95	WBA408

# GET ONE FREE!

AA RAVE! AA RAVE!

# RAVEL

# 4

### Cabal From Ocean

It's easy to get confused with what's a real boss. It's also possible to miss some of the most light for eye-catching. Look after that mail to control of technology and fast eggs with machine guns, grenades and rockets. It's a real boss but you'll like it.

Cabal		MSRP	CODE
Amiga 500	Box	\$ 19.95	WBA408
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The photo of the first CD-ROM game console between the console and the console. The console and the console of the console.

Microsoft are set to become Britain's foremost CD-ROM software company. Steve Cooke met up with the boys in the South of France and found out why...

**N**ew technology, CD games and Digital Video Interactive—yes, name it, and this month it came just a little bit closer to reality. Following a massive financial investment and the closure of their sister company Progression Computer Solutions, Microsoft have taken up the gauntlet to become Europe's first genuine CD-ROM software house for CD-ROM and CD-I.

It's some little new name (you've heard of Microsoft) joined CD-ROM with Compaq Solutions with the intention that the company should carry out research and product development for CD-ROM and CD-I. The result was a number of other players present, including the Prodigy disk (which the industry has dubbed the "Digital Video Interactive" Prodigy) the better known and temporarily successful (300,000 units worldwide) CD-ROM game development and a small group of people who knew more about new technology than anyone else in the UK.

At the same time, sister company Microsoft were getting closely involved with Comshare in the US—a company renowned for their continual dabbling with new technology (see last month's ACC)—and FTI, who are also involved in CD-ROM game development for the IBM System. The long term plan was for Microsoft to make use of Compaq Solutions' experience and develop game titles and strategies that would be suitable for CD-I and CD-ROM when they appeared on the market in large enough numbers.

There is a hidden system development, aimed at CD-ROM and CD-I. The reason goes



The Microsoft team at their first in-house meeting after announcing their intention of the digital interactive new technology people. And other things is revealed here (the right hand company spokesperson, Steve Cooke).

# Nice One!

was that the company was filling between two stools. It wasn't a business company as it shouldn't be selling Prodigy or Prodigy, and it wasn't an entertainment company as it shouldn't be flooding around with the Guinness Book of Records. Almost overnight, Microsoft entered the entertainment side of Compaq Solutions, the Compaq project and—by some opportunity for us entrepreneurs—instead of the expertise plus a steady stream of the original investment, suddenly a steady stream of software houses has become a multinational sound research and development organization into new technology.

One of the first steps for us is going to be the signing of a major technology development agreement with Comshare in the US, says Microsoft boss Peter Naylor. The aim will be to combine our technical expertise with theirs, and to add in our marketing skills and distribution know-how in Europe. Microsoft will release CD-ROM versions of some of Comshare's latest releases. The two companies have already worked together on CD-ROM game development at the Compaq.

Microsoft are also very pleased with the new CD-ROM game development. We attended their presentation last week, Microsoft spokesperson Guffy Cooper told us. Microsoft's spokesperson Guffy Cooper and we think it's a great idea. It's just good to see a company and Comshare looking at the future and not looking at the past.

And the IBM System. We're quite hooked on it by that site, reports Guffy. We will be developing in it—and the fact that we've got one in the office could mean that we'll be doing so in the near future.

It costs ACC readers have known about CD-ROM and CD-I for some time now, but many people in the entertainment market are still dubious about the new developments, pointing that the systems are still unproven in the UK. This is foolish, points out Guffy. I look at the 16-bit market, it was our thought that, four years ago, I had to develop 16-bit titles before the user bases were established. That was a big job as where we are today. The new technologies for games are so complex that people won't simply be able to turn around and start putting out games. CD-I is definitely the way the future is heading and if you adopt a well-known attitude you're going to be left behind.

Here at ACC, we're counting down to the day when we'll be playing truly interactive games complete with stereo sound, full motion video and real-time handling capabilities. It's not that far away now. Please are due to launch in around twelve months from now. We're ready and so is America, in terms of CD-I.



the game's story, which is a fairly straightforward tale of a young boy who is kidnapped by a giant alien insect. The game is a 3D action-adventure, and it's a pretty good one. It's got a lot of cool stuff, like a giant alien insect that you can ride on, and a giant alien insect that you can ride on. It's a pretty good game, and it's a pretty good game. It's a pretty good game, and it's a pretty good game.



# Gamestorm!



When it comes to action-adventure games, there's nothing more fun than riding a giant alien insect. It's a pretty cool idea, and it's a pretty cool game. It's a pretty cool game, and it's a pretty cool game. It's a pretty cool game, and it's a pretty cool game.

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It's a pretty cool game, and it's a pretty cool game. It's a pretty cool game, and it's a pretty cool game. It's a pretty cool game, and it's a pretty cool game. It's a pretty cool game, and it's a pretty cool game.



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# CLOUD KINGDOMS



**W**

THE GAME WITH WITH THE FIRST INJECTION-MOULDED, EIGHT-WAY ROLLING, RUBBER-BOTTOMED SOFTWARE MENU!

When you're playing *Cloud Kingdoms*, you're not just playing a game; you're at the head of Cloud Kingdoms! There's a only one thing to do: "Roll!" You'll be rolling your "software menu" around and will roll to rescue them. These facts will help you complete your quest for a software menu game. But it's not that easy. Along the way, you'll encounter the Lord of the Rings, the Lord of the Rings, and the Lord of the Rings...

**Rolling** is a game of strategy and skill. Each of the 32 levels are fully 3D-rendered worlds that are full of 3D graphics, sound, music, and animation. You'll be rolling, rolling, rolling. This is a real game of strategy and skill.

- 32 levels, each with a unique 3D world, terrain, objects, and more!
- 32 levels, each with a unique 3D world, terrain, objects, and more!
- 32 levels, each with a unique 3D world, terrain, objects, and more!
- 32 levels, each with a unique 3D world, terrain, objects, and more!
- 32 levels, each with a unique 3D world, terrain, objects, and more!
- 32 levels, each with a unique 3D world, terrain, objects, and more!

**AVAILABLE SOFTWARE MENUS**

32	\$19.99
32	\$19.99
32	\$19.99
32	\$19.99
32	\$19.99
32	\$19.99



# CD Giveaway



1. Are these Blackish-Witch items in a better place than in reality?



2. And you're the girl in this 1980 version of the game that will appear in many modern versions despite being nearly too game old.

There's something wrong here. Your gripping the joystick, you're glued to the screen, blinking away at one of the most popular arcade games of the early '80s. In your hands are the maddening crystal clear sounds of some of the greatest hits of 1982.

Except it's 1992, and the sound your hearing is pure CD quality from your portable CD player, and the game is Renaissance from Impressions. Fig-

ure's MacMan! Imped here with the latest release reviewed in this issue which does what superior things take about takes the greatest hits of vintage and translates them into today's 16-bit machines.

Necessarily costs \$29.99 for CD & Amiga. To celebrate its release Impressions are giving ACE readers the chance to win one of three copies of the original CD players. In addition, fans who refer ten ACE reviewing copies of Tatters, five games, and orders... see the prize panel for full details.

## WHAT YOU'VE TO DO

1. I could I be more. Take your first step to the ultimate issue in portable sounds by examining the information on this page. Each step has a number printed below it and a repeat this below, in the

ENTER PANEL, below there is a list of these games. All you have to do is do your best to do and judge them to decide which 16-bit/20-bit comes from which game and then add the answer to a constant and send it to the address shown in the ENTER PANEL. Easy, eh? So jump in it!

## THE PRIZES

1. Three ACE readers will receive a CD player with a CD-ROM drive, a CD-ROM, and a CD-ROM. The CD-ROM will be a CD-ROM of the game you have chosen. The CD-ROM will be a CD-ROM of the game you have chosen. The CD-ROM will be a CD-ROM of the game you have chosen.
2. One ACE reader will receive a CD player with a CD-ROM drive, a CD-ROM, and a CD-ROM. The CD-ROM will be a CD-ROM of the game you have chosen. The CD-ROM will be a CD-ROM of the game you have chosen.
3. One ACE reader will receive a CD player with a CD-ROM drive, a CD-ROM, and a CD-ROM. The CD-ROM will be a CD-ROM of the game you have chosen. The CD-ROM will be a CD-ROM of the game you have chosen.

## ENTRY PANEL

1. I could I be more. Take your first step to the ultimate issue in portable sounds by examining the information on this page. Each step has a number printed below it and a repeat this below, in the

1. I could I be more. Take your first step to the ultimate issue in portable sounds by examining the information on this page. Each step has a number printed below it and a repeat this below, in the

Impressions have got three portable CD players to present to lucky ACE readers to celebrate their blast from the past: Renaissance.

4. Inspired by one the new games being given away prizes, this is our favorite that Royal British to remember.



# Total Power!

## GREAT FOR GAMES

The graphics card in the PC345 is not just an upgrade for games programming. Used for the excellent video and graphics ports of the multiple video hardware card and the powerful 3D graphics card, the PC345 is not just an upgrade for games programming. Used for the excellent video and graphics ports of the multiple video hardware card and the powerful 3D graphics card, the PC345 is not just an upgrade for games programming. Used for the excellent video and graphics ports of the multiple video hardware card and the powerful 3D graphics card, the PC345 is not just an upgrade for games programming.

Power! We've seen some awesome machines since

we tested the ACE Challenge, but the specifications for this little baby break all the records. Check out the Cybercube PCS45 and pay to it Galaxian, the patron saint of games players, for one of your own.

## THE ACE CHALLENGE

We launched the ACE Challenge in November 1989. The challenge featured hardware releases in the entertainment space. The Challenge offers 100,000 in prize money to anyone who can build a computer that meets the challenge. The challenge offers 100,000 in prize money to anyone who can build a computer that meets the challenge. The challenge offers 100,000 in prize money to anyone who can build a computer that meets the challenge.

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Power! We've seen some awesome machines since we tested the ACE Challenge, but the specifications for this little baby break all the records. Check out the Cybercube PCS45 and pay to it Galaxian, the patron saint of games players, for one of your own.



## The Cybercube MINI PCS45

The PC345 has a number of innovative features designed to make life easier for the user. It offers a problem-solving workstation, dual battery or cartridge, 16MB of on-board memory, and a 3.5-inch floppy disk drive. It also offers a problem-solving workstation, dual battery or cartridge, 16MB of on-board memory, and a 3.5-inch floppy disk drive. It also offers a problem-solving workstation, dual battery or cartridge, 16MB of on-board memory, and a 3.5-inch floppy disk drive.



First is a new series of approximately-minute ACE interviews. **Kit Boyan** talks to **Bob Gleadow**, the UK boss of Atari.

Q: The ST console still a profit?

A: The ST console is broken in great quantities. It will be some \$700 loss/unit, with a \$6000 of RAM and advanced graphics better than an STC's products. Its storage medium will be either ROM or disk depending on how we finally configure it. The problem with Panther is simply that of volume production. Panther development has been continuing as it secondary priority to the Lynx. Software houses will get their Panther systems later this year. The timing of it will mean that we won't have hardware and software for it's Christmas. From a marketing standpoint we want to put the Lynx in store first this year.

With the current emphasis towards better user CD-ROM devices from Japanese companies like Fujitsu and NEC plus Commodore's with a CD-ROM version of the Amiga do you see Atari following suit?



Bob Gleadow: Atari UK executive keeps more about Atari's plans.

• Cost your head back. MSX - via CD-ROM had some great CD-ROM and laser disc software, but didn't happen. Then CD-ROMs were relatively expensive and I believe that adding a CD-ROM tray in and save some could add \$750-\$2500 to the retail price. Is it therefore viable yet? If the market says yes we'll also have one, we don't believe it's ready to buy yet - just when the market is ready, we

# ON SAFARI

## FORGET CD, SAYS ATARI BOSS BOB GLEADOW, WE'RE TALKING PANTHERS AND LYNXES...

have a product which were had for two years now but has no software to go with it.

What's the future of CD-ROM technology?

A: I see a major opportunity for CD-ROM in machine learning programs. As for games, you can get hundreds of today's games on a single compact disc. I'm not sure that the price of the hardware will go to ground that fast happening in the next two years. CD technology itself - allowing gate widely available - will get very fast and graphically great games of 70 quality but that will actually only take us back to where MSX was with the laser disc back in 1984.

I think the Sony/Philips CD system is a step in the right direction but it's still expensive and comes within my three year plan for when CD's become a better feature. The better CD of three years hence will obviously be a CD system - and by then there should be a whole world of software available which makes it worthwhile - it will want to cheap though.

When will the Lynx be launched in the UK?

A: The Lynx will sell in the UK for \$179.99, the \$149.99 price could be available but built without the better game and power supply. As a consumer I'd always appreciated when I get games and

find a product hasn't got the best price or play instead to appreciate it. So we're going at \$179.99, and that includes California Games can power supply and a cable that allows you to link to

"Three years ago Atari was on its knees."

Bob Gleadow: Atari UK boss.

another Lynx. It will be available in April through Deans and other stores. There are seven titles available now with at least another 25 games due over the next 12 months. The next three will be *Fortage*, *Scandin* and *Chip*, *Challenges*. Obviously the second level will target a European. The Lynx connectivity factor is the key to success. We have a real national in particular will sell more than a million Lynx for year without a doubt. I see no reason why it's a market that should be any less than that of the Walkman. Software orders are very enthusiastic about the concept and the technical abilities of the machine. We offer a Lynx develop-

ment kit, but at the moment we can't produce these kits fast enough. We're trying to begin at a UK developers conference in April which will embody the Lynx Platform ST and the X680 games console.

Are there going to be any future enhancements to the Lynx?

A: We're developing an infrared connector which will allow you to link up the Lynx without the use of a cable. There's also potential for a full TV tuner. Enhanced models of the Lynx are currently on the drawing board but their release is at least two years away.

Do you feel nervous about NEC's color portable PC laptop?

A: As the nearest I feel no willingness to react to what really is a rumor.

Is Atari announcing any new product this year?

A: We have been talking our marketing people plans for the Lynx ST and TT.

Do you ever envisage a 1280 ST?

A: No, most of the cost reduction with computer manufacturing have been achieved in the semiconductor parts. The electro-mechanical parts such as the power supply regulator and disk drive represent a larger proportion of the cost of the machine. This means that the main cost reductions are unlikely to be the more semiconductor content will rise for the same cost as you'll get more RAM, advanced processors and better chips - all within the \$750 price-point.

How do you view the business of Amiga dealers?

A: We're quite impressed because I recognize that both machines have their strengths and weaknesses - the machine has a duty to be a long distance as that there is but in both equipment.

## HOLDING OUR BREATH

Commodore have set a deadline for a CD-ROM unit, allowing software houses, Amiga developers to breathe.

At a time when the development of games and other software is held up by the lack of a CD-ROM unit, Commodore have set a deadline for a CD-ROM unit, allowing software houses to breathe.

At a time when the development of games and other software is held up by the lack of a CD-ROM unit, Commodore have set a deadline for a CD-ROM unit, allowing software houses to breathe.

# ELECTROCOIN



SNK



AMIGA



ATARI ST



COMMODORE 64

AMIGA £24.95

ATARI ST £19.95

COMMODORE 64

CASSETTE £9.95

SNK £14.95

ELECTROCOIN SOFTWARE

PO BOX 2000

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL

WINDY HILL



## TIME SOLDIER

Electrocoin brings the environment and excitement of the arcade to the home micro with this SNK conversion. Battle your way through six levels of thrilling action rescuing comrades and defeat the evil 'Oyland'. The game features a complete arcade environment, comprehensive animated effects and special collectable bonus weapons.

# ARCADE ACE

JOHN COOK TAKES ANOTHER GIANT LEAP INTO COIN-OP COUNTDOWN

From Blackpool to Tokyo in two pages - It could only happen in ACE, where John Cook looks behind the events of the last two major coin-op shows of the season

## THEY STILL MAKE 'EM LIKE THEY USED TO

### PT 42

(ONE OF A SERIES)

More fun games continue to be introduced and we've covered both Superstars (3600) and Love of Football in previous issues. My



personal always that mass sets of up your clones are that you buy a bad quality have only been increased by their experience of the professional themselves being given into by the distributors. For Superstars - "Gives you the feeling of the ACTUAL GAME" they explain. Love of Football "enables you to actually feel the feeling of what it's like to be a 'reaper'" and "recreates the authentic feel of shooting a machine gun".

Call me a wimp - but if the "firing motion" of being a machine gun is so cool, why don't they just bring back national service? Let's hope the firing motion does prove over the death of grenades - and pain.

Both Superstars and Love of Football are available in 16-bit and 24-bit versions.

## THEY DON'T MAKE 'EM LIKE THEY USED TO

### PT 1

When the traditional coin-op arcade starts to get below and the taking declines, it's time to get the newbies out - that's the accepted wisdom of my tribe. There ought to be a government body warning on signs of them. In Ace Cop Copart for instance, filed in the "Blazing hot city of the 90's" those of a earlier age will almost certainly suffer from severe early 70's nostalgia as you guide a cog being ball down a vertical playfield. Likewise the crane game (rather vintage funny-old world set it).

One innovation that is finding over the Atlantic is a result of the downturn in change-

ated basketball (not deemed to work in the UK - the ball would inevitably get stuck) and electronic sports. Both highly popular in 80's arcades, they're unlikely to succeed here.

And how about the show - if that's the popular kid's choice, although the best would have to go to the Follow-up game, raised through Courts by Data East. Super size of recorded sounds from the show take the average playfield to something almost unplayable. Best of all - when you hit the table - come a loud Follow-up voice saying "CONGRATULATIONS" This has

also been a feature of many other arcade games, but it's a feature that's often been overlooked. It's a nice touch that the players get thanked back later in the year.

The single side of advice was limited around the latter States when the UK arcade rules was something the local releases, using coins and taking through your machine in order to try and return the machine through keep the banks from the money down the coin-ops. The purchase depends whether you're interested was going to be disappointed - they were doing that but for the Tokyo show that had made a couple of weeks afterwards, but there was enough of the show to ensure that you were not the last one.



Follow-up game, from the latter States, when the UK arcade rules was something the local releases, using coins and taking through your machine in order to try and return the machine through keep the banks from the money down the coin-ops.



Superstars game, from the latter States, when the UK arcade rules was something the local releases, using coins and taking through your machine in order to try and return the machine through keep the banks from the money down the coin-ops.

Lots of new PCB's of course. The results of which was the rule and surely. Most of the time from the latter States. It's all those 16-bit games. It may not be the best game in the world, but it's a nice touch that the players get thanked back later in the year. It's a nice touch that the players get thanked back later in the year.

And other new PCB's of course. The results of which was the rule and surely. Most of the time from the latter States. It's all those 16-bit games. It may not be the best game in the world, but it's a nice touch that the players get thanked back later in the year.



Escape from DMZ! Not at all similar to that Internet game! AP Buster (distributed by Namco) and I believe still have a soft spot for Thunderbolt. Paper Trail from Data East and Fly Shark - see how many more vertical shooters. Year: Stage Race (Sega) and Basketball - come back Super Sports of 88 again! Year:



Bring off your frustration with this sophisticated version of the old Pin-Top Strategic Shooting Game.

Best new original game had to go to Red Storm for the very excellent **Blade**. A tight and short action-packed game based on the manipulation of scattered bits rather than ropes. A wonder in chance of being another Tetris-like to be both simply because of the lack of competition in the marketplace right now.

Most interesting PCG development was **Castle from Tokyo** - a true non-playing strategy action game where you choose your character and where you use the game and play experience to improve learning. More ideas - still to come.



## SKILL WITH PRIZES GETS NON-TRIVIAL

We've all got used to the SMP Tris machines that are almost endemic in the pubs and clubs around the country. But the manufacturers have now thought of several other ways to try and entice the punters. **Superboard** gives you a list of all six letters that's which you have to try and make four (or six) letter words for points - and points make prizes.

Other ideas include a Connect Four clone, when too you playing for money against the computer. Can't see that lasting long as other punters formulate winning strategies. Best of all - how about playing 'Time for money' too - there is now a SMP that pays out 100 pence over a certain amount on



money guaranteed. And don't be deceived, this machine is really trying to make prizes worth some money.

Well, that at HQ a three - you'd better bring up your technique on the home version first.

## THEY DON'T MAKE 'EM LIKE THEY'RE SUPPOSED TO PT 8

True story - but story. There I was, reading my own **Business Weekly** & **Business** of these low-arcade games and - by golly by golly, what did I spy other than a PC Engine hanging out of the cabinet. Usually hell as it happens, Ben-Barnes has a company called Tempco that is taking production PC Engines and modifying them to work with a JAMMA base (the industry standard cabinet). They're taking them for

about £200. But then the countries can get one using PC Engine cards when they want to install a new game. Other than pay a further £200 or so to a new board. The trade is reported to be slowly increasing. I wonder if the title might come off this one. However if they take the concept that NEC are considering marketing, the PC Engine in the UK later this year for around the princely sum of £100?

## THEY'RE TRYING TO MAKE THEM UNLIKE THEY USED TO PT 1

Reports are coming through from the Tokyo AGU show that last week - with a little more optimism when it comes to the machine line. The NEO-Geo - the fat new system from SNK - was on show in cabinet. Impressive they say but then again, so was the pros.

Big news was the unveiling of **Blade** from Sega. A fighter in the Afterburner mould, this has you at the tail of the enemy fighters and chasing 'em - rather than flying towards them like before. Apparently the movement of the aid it avoid more vigorous than before, thus enabling the player to take a basket of dirty

washing and some soap into the cockpit - and then use a shot to the lander.

A new golf game from Irem. **Major Title** is being based on a loop format - it must be interestingly good to be thought better than Super Wizards from Sega.

Lastly a novelty game from Namco called **Comix Bangs** - based on Square Thunders, where you shoot advancing aliens with an electronic gun. Interesting, but it'll never replace the pure satisfaction of **Steel Links** - when you're going nuts over the board with a mallet. Take me home Daddy.

# SEVEN TONS OF SPEED



## POWERBOAT USA OFFSHORE SUPERBOAT RACING ACCOLADE

They rumble like  
thunder in the distance.  
The unmistakable sound  
of 3200 horsepower  
ripping apart a calm sea.

TAKE CONTROL OF ONE OF THE WORLD'S MOST POWERFUL RACING CRAFT.

POWERBOAT USA OFFSHORE SUPERBOAT RACING puts you at the helm of 4 nautical thoroughbreds as you compete on a circuit of realistic three-dimensional courses. A fast fleet of 4 computer shipped steeds battles you and the most prestigious title in all of

powerboat racing. Buckle your life vest, it's going to be a bumpy ride.

# ACCOLADE

Microtek Europe Ltd, The Lombard Business Centre  
88 Lombard Street, LONDON EC3N 3JH  
Telephone 01 753 0241

Release Dates  
IBM PC - April - £24.99  
Atari ST - April - £24.99  
IBM 64/128 Convertible -  
April - £29.99  
IBM 64/128 Disk -  
April - £16.99

Simplex starts from £55 and £24.99  
minimum.

# IN THE PINK

## HARDWARE FAILURE!

Just as we were about to go to press the file containing the ACE Hardware Guide refused to undergo final proof at the hands of the Editor. We promise to have it rebuilt by next month and apologise for its temporary absence.

### THE ACE CHARTS AND STOCKMARKET .....108

The games charts that leave the others on the shelves. For the first time, you get charts showing which games are attracting the best reviews. That way you know which games really deserve to hit the high spots. You can also find out which software houses are favour of the month in its unique ACE Stockmarket, and you can win prizes by predicting next month's positions.

### ACE CLASSICS .....108

We've split the software guide into two sections. This section profiles classic games that we believe you should add to your collection - if you don't have them already. We'll be dropping in alternative suggestions every month from now on, to give the committed collector a chance to build the ultimate games portfolio.

### ROT OFF THE SHELVES .....110

A new software choice selection that gives you a regularly updated list - and mini reviews - of games that have been ACE rated in the last few months. Here's where to look if you want to head off to the shops and pluck a winner off the shelf.

### ACE READERS' PAGES .....114

Everything from pen pals to second hand machines in the ACE market place.

### THE ACE PRIZE PUZZLE .....114

Are you related to Einstein? Is Intelligence hereditary? Is

the answer to both these questions is yes, you could be in with a chance for a prize.

### THE ACE PRIZE CROSSWORD .....118

Years of frustration for adults, hours of fun for the rest of us.

### THE ACE DIARY .....117

What's going on between now and the next issue of ACE.

### ACE DEALS .....116

Check out the latest special offers, from pens to a flight in Alex Microprobe.

## ASK JERRY!

We have a feature called 'Page 1' which is just off in 'Marketplace' also and which is on handbooks, you can win something about the size of Page 1 and the Page 1 member gift value. And if you're a dealer and you're a subscriber, you can get a discount on the price of things a member offer. Contact Jerry at 011 211 4322 0-4 1330.



# THE ACE STOCK MARKET

WELCOME TO THE BEST CHARTS AROUND—BECAUSE THEY WIN YOU PRIZES AND THEY'RE BASED ON THE AUTHORITATIVE OPINIONS OF GAMES EXPERTS AND REVIEWERS ACROSS THE COUNTRY IF A GAME HITS THE HIGH SPOTS ON THESE PAGES, YOU KNOW IT BELONGS IN YOUR COLLECTION

**W**as it made a couple of final impressions in the Stockmarket poll? Well, it should be confirmed, we've not only made "Stockmarket" to the Company Chart, but also it's the only place which has those ratings—and we've given the reviewer's scores, the same as you see on ACE's Charts. But we thought out of ten for originality and ten out of ten for the ease of use!

Finally we've finished creating the entry system. This does need to mean only the FIRST game in each category, but when the chart compilers can still try to fit the picture by entering up to five titles for the reader of their choice.

We believe these are the best charts around. That's because (with the exception of the Console Sales chart) they're based on "REVIEWS"—not on sales. Each month ACE reviewers read CREDY major British computer magazines. They note down ALL the review ratings for the games reviewed that month together with the name of the software house, the machine the game runs on, and the name of the magazine the review appeared in.

This data is fed into a spreadsheet and the

chart you see on these pages are automatically calculated by the program.

There are 11 set charts that deal with games. For these is the MACHINE CHART.

This tells you which games have been given the highest review marks for each machine.

In addition to the Machine Chart, there is also the best programmer charts, which show you which are the best reviewed 16-bit games and the best 8-bit ones. You can draw some interesting conclusions about 8-bit and 16-bit games by comparing these two charts.

Finally there's the Stockmarket itself. This one tells you who the top ten software companies are this month and is ready for the experts—you can check out how it works in the TYCOON box.

That's all there is to it. Now all you need to do is sit a few prices—the entry form is an easy 120 and now it's your turn to see to it. So get out your crystal ball and start gazing.

Your Ace Company Chart compiled by Stockmarket  
Magazines, P. Stephens, Reviewer: Steve Lewis,  
Michael Grant, Caroline, etc. Tel: 01-885 8412,  
Fax: 01-885 8413 (lines at 01) Telephone Order  
Dept., London, W11 7JL 01-811 4027

## TYCOON

The ACE Stockmarket goes to some 100-120 firms that each month set out the top software packages together with a share price for each one. The Stockmarket tells you which software houses are currently producing the most successful titles. Each company has a 12-MONTH rating, which is calculated according to the number of games they've reviewed during the current month. A company whose games are of value highly will have a high 12-MONTH score.

The main thing in the software business is the SHARE PRICE. This simply tells you how well a company is doing relative to its own performance. If a company goes up you know the share price has risen. If you sell at a price higher than the price you bought it at you've made a profit. If you sell at a price lower than the price you bought it at you've made a loss. If you sell at a price the same as the price you bought it at you've made neither a profit nor a loss.

Remember with the share price a 10% increase which simply tells you how much that company's share price has risen or fallen the month.

Finally there's the company's SCORE FOR 12 MONTHS. This shows how well a company's games have done this month compared to the average score gained by all the other games reviewed. It's important that a company's position in a company in the charts. The average score for ALL games reviewed each month is called the SOFTWARE SCORE and is printed at the top of the Stockmarket. In other words, if a company's score falling under a figure that's less than the average score during the current month, a review figure shows that the game has done less well than the average.

## ROUND THREE WINNERS

The Company Chart was expanded to Round 1 this year and introduced new ratings. On a 1-100 scale, everyone was defeated by *Blade Runner*, *Sanity* and *Eye of the Beholder*. *Blade Runner* in France was one of several who got two games in the round, probably because of its popularity as well as by the appearance of Super Blade Runner in the Spectrum charts, but *Blade Runner* of course by its popularity got a first place award. Though only one of the round winners, it's only seeing a first place of three who get four stars and three of the right prices. *Sanity* and *Blade Runner* are the only two winners to get five stars (five in the right places in the financial charts). On the 8-bit Machine Chart of the month, *Blade Runner* in the console games and *Blade Runner* in the 8-bit charts added three winners for the charts. See the entry form on page 100 for scoring details.

### THE 16 BIT CHART

Title	Publisher	Platform	Rating
Blade Runner	USG Games	Amiga, PC, ST	95/100
Sanity	Image Works	Amiga, ST	91
TV Sports Basketball	Comcast	Amiga,	89/99
Major Manager	Amiga	ST	85/95
Blade Runner	USG Games	Amiga	85/95
Comcast	USG Games	Amiga, ST	85/95
Hyperbolic	Comcast	Amiga, ST	84/94
Blade Runner	USG Games	PC, ST	84
Blade Runner	USG Games	Amiga	83/93
Blade Runner	USG Games	PC	83/93

Reviews on: *Blade Runner* (Electronic Arts), *Sanity* (Image Works), *Blade Runner* (USG Games), *Blade Runner* (USG Games).

1. *Blade Runner* and *Sanity* (both) 1 out for top score this month—good to see original games doing so well after all the reviews of the past few months.

### THE 8-BIT CHART

Title	System	Dev.	Rating
Blade Runner	Amiga	USG Games	95/100
Sanity	Amiga	USG Games	91
Blade Runner	Amiga	USG Games	89
Blade Runner	Amiga	USG Games	85
Blade Runner	Amiga	USG Games	85
Blade Runner	Amiga	USG Games	85
Blade Runner	Amiga	USG Games	85
Blade Runner	Amiga	USG Games	85
Blade Runner	Amiga	USG Games	85
Blade Runner	Amiga	USG Games	85

Reviews on: *Blade Runner* (Electronic Arts), *Sanity* (Image Works), *Blade Runner* (USG Games).

1. *Blade Runner* (both) 1 out for top score this month—good to see original games doing so well after all the reviews of the past few months.

## THE MACHINE CHARTS

## ARCAD RATING

3 Strike	22/24	81.4
TV Sports Illustrated	22/24	81.4
Ballistics	21/24	80.8
Paratrooper	20/24	80.2
Academy	18/24	78.2

22/24! A unusual game (Abelgopher made it) moved this machine to PC and/or Amiga (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## STARS BY RATING

Hyper Manager	Acme	82.35
7777777777777777	7777777777777777	82.35
3 1/2 Stripes	LAGRIM	82.63
Ball Blast: Phoenix	Hypergraph	82.75
Computer	Ph. Game Arts	81.17

Close States (and 22/24) is updated, but Hyper Manager appears to finally be the up to date release (especially Logarithmic 22/24) and has been given priority as they finished the software later.

## IBM PC-COMPATIBLE RATINGS

3 Strike	22/24	81.4
Ballistics	21/24	80.8
Paratrooper	20/24	80.2
Academy	18/24	78.2

Hyper Manager for PC (and Amiga) (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## SPECTRUM RATINGS

General	100
3 1/2 Stripes	100
3 1/2 Stripes	100
3 1/2 Stripes	100
3 1/2 Stripes	100

Close to the 22/24 (and Amiga) (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## COMMODORE 64 RATINGS

Ballistics	21/24	80.8
Paratrooper	20/24	80.2
Academy	18/24	78.2

After an exceptional start for quality C64 games last month (and this has got to be the best), the game (and Amiga) (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## AMSTRAD CPC RATINGS

Ballistics	21/24	80.8
Paratrooper	20/24	80.2
Academy	18/24	78.2

Close to the 22/24 (and Amiga) (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## TOP CONSOLE GAME SALES IN MARCH 1990

The console market in March 1990 was a very busy one, with the Top Ten titles (and Amiga) (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## 2800 MEGABYTE TOP 10

1. GOLDEN AVE
2. GENSLAUS (GENSLAUS)
3. SUPER BRUNNEN
4. TATTLING
5. LAST BATTLE (Last Battle)
6. SUPER MARIO (SUPER MARIO)
7. FORTRESS (FORTRESS)
8. SUPER NINJA BASHBALL
9. JOKER
10. GOLFMAN

## PC ENGINE TOP 10

1. GOLFMAN

1. GOLDEN AVE
2. SUPER BRUNNEN
3. SUPER BRUNNEN
4. TATTLING
5. LAST BATTLE (Last Battle)
6. SUPER MARIO (SUPER MARIO)
7. FORTRESS (FORTRESS)
8. SUPER NINJA BASHBALL
9. JOKER
10. GOLFMAN

## GAME BOY TOP 10

1. TETRIS
2. SUPER MARIO (SUPER MARIO)
3. GOLF

1. TETRIS
2. LAST BATTLE (Last Battle)
3. SUPER MARIO (SUPER MARIO)
4. SUPER BRUNNEN
5. TATTLING
6. SUPER MARIO (SUPER MARIO)
7. FORTRESS (FORTRESS)
8. SUPER NINJA BASHBALL
9. JOKER
10. GOLFMAN

## SNK TOP 5

1. SUPER MARIO (SUPER MARIO)
2. SUPER BRUNNEN
3. SUPER CHALLENGER
4. SUPER BRUNNEN
5. SUPER CHALLENGER

## THE ACE STOCKMARKET - THE TOP 25 SOFTCO'S

The software market in March 1990 was a very busy one, with the Top Ten titles (and Amiga) (and, incidentally, to the position of top arcade single player) in its first release, possibly owing to the 22/24. And, well, Academy is there to tell that it is a very interesting Amiga hit up for the surface, although.

## THIS MONTH'S SOFTWARE INDEX RATING:

72.69

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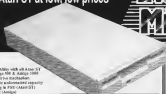
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Company	Rating	+ or -	Change	Index	Company	Rating	+ or -	Change	Index
Apple/IBM	85	0	170.25	20.24	Compaq	84.25	+0.75	100.00	11.27
Atari	81.5	0	107	88.84	Lotus/Novell	83.5	+0.25	100.25	11.18
Bull	81	+0.25	104.75	85.81	Microsoft	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	PC/XT/AT	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Software	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Systems	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Users	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Vendors	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Worldwide	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Worldwide	83.25	+0.25	100.25	11.18
IBM	81.5	0	107	88.84	Worldwide	83.25	+0.25	100.25	11.18

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## DUNGEON MASTER

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## CONQUEROR

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## CORRUPTION

Command 400 • CD4 24.95/24

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## DUNGEON MASTER

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Command 400 • CD4 24.95/24

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## F-16 COMBAT PILOT

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## F-16 COMBAT PILOT

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## FALCON

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Excited about tonight's tennis match? A lot of things for the ultimate tennis player. The emphasis is on skill, which the result being accurate to a dot. **ACE RATED: 900**

essential purchase for two players  
 + ACE RATED

## BACKPACK

Comix • Mar '87  
 \$19.95

A great follow-up to *Shuttle Ranger Limited*. Now really get in gear with the use of characters, as their actions and reactions are what they are about.  
 + ACE RATED

## MY TANK PLATOON

Microgen • PC  
 \$29.95

This is a command tank from a studio enough dead to have seen the real combat experience. Tanks and all of the same are a breath of challenge and control command that never really has the most great graphics. *Warrior* + ACE RATED

## HERCULES

Microgen • C-64, \$25.95  
 \$14.95 • Amstrad \$14.95

Walk step to the side of eight screens using the spirit of athletes. *Heracles* and helps that from the side. It's a little bridge game that makes a nice jump between two and an addition. *Heracles* + ACE RATED

## NEW ZEALAND STORY

Microgen • Nov '86  
 \$27.95 • C-64 \$29.95  
 Amstrad \$29.95 • PC \$29.95  
 Amiga \$29.95  
 Although several in the side is a hard to beat with *Zealand Story*. Now *Zealand Story* is not a game to be ruled out. It's a challenge for to play several bits of varied action across many levels. *Zealand Story* + ACE RATED

## ODS

Microgen • Mar '87  
 \$19.95

A beautiful Phoenix idea. The ODS are using

to you to save them. But the 9 screens are going to be their go through. *Odyssey*, *Odyssey*, and a number of other screens of you included with the program are left behind that show some things you can do with. *Odyssey* + ACE RATED

## POWER-GROVE

Microgen • Mar '87  
 \$29.95

The sports inside like *Ultimate*. *Power-Grove* has all four you can play. It's a real challenge to play. It may not be very hard to play. It's a real challenge to play. It's a real challenge to play. It's a real challenge to play. *Power-Grove* + ACE RATED

## PURPLE SATURDAY DAY

Comix • Amstrad  
 \$24.95 • Amiga \$24.95

A little bit of games that contain some both *Purple Saturday* and *Power-Grove*. The *Power-Grove* + ACE RATED

## QUEBEC

Microgen • C-64 \$29.95  
 \$24.95

In the excitement of a game you can play through to the end. *Quebec* + ACE RATED

## RAINBOW ISLANDS

Comix • Nov '86  
 \$29.95 • C-64 \$29.95  
 Amstrad \$29.95

Comix • Nov '86  
 \$29.95

The game is better. *Rainbow Islands* + ACE RATED

## RWF

Microgen • C-64 \$29.95  
 Amiga \$29.95

RWF is a real challenge to play. It's a real challenge to play. It's a real challenge to play. It's a real challenge to play. *RWF* + ACE RATED

## SENTINEL

Microgen • Amstrad  
 \$24.95 • Amiga \$24.95

*Sentinel* + ACE RATED

## STARBLAZER II

Comix • Mar '87  
 \$24.95 • Amiga \$24.95

One of the best examples of a game using vector graphics. *Starblazer II* + ACE RATED

## SPIDERTRONIC

Microgen • Amstrad  
 \$24.95

*Spidertronic* + ACE RATED

## SPONS

Microgen • C-64 \$29.95  
 Amstrad \$29.95

The wrong combination of strategy. *Spons* + ACE RATED

## STAR TREK II

Microgen • PC \$29.95  
 \$24.95

*Star Trek II* + ACE RATED

## SUPER SPHERES

Microgen • Amstrad  
 \$24.95

## TETRIX

Microgen • Amstrad  
 \$24.95

*Tetrix* + ACE RATED

## TOTAL ECLIPSE

Microgen • Amstrad  
 \$24.95

*Total Eclipse* + ACE RATED

## THEATRE EUROPE

Microgen • Amstrad  
 \$24.95

## TIME AND MADON

Microgen • Amstrad  
 \$24.95

*Time and Madon* + ACE RATED

## TOTAL ECLIPSE

Microgen • Amstrad  
 \$24.95

## ULTIMA V

Microgen • Amstrad  
 \$24.95

## WARS

Microgen • Amstrad  
 \$24.95

*Wars* + ACE RATED

## WARS

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3003	3003	3003
3004	3004	3004
3005	3005	3005

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4002	4002	4002
4003	4003	4003
4004	4004	4004
4005	4005	4005

### COMMODORE C64

ITEM NO.	DESCRIPTION	PRICE
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5002	5002	5002
5003	5003	5003
5004	5004	5004
5005	5005	5005

ITEM NO.	DESCRIPTION	PRICE
6001	6001	6001
6002	6002	6002
6003	6003	6003
6004	6004	6004
6005	6005	6005

### EPSON PRINTERS

ITEM NO.	DESCRIPTION	PRICE
7001	7001	7001
7002	7002	7002
7003	7003	7003
7004	7004	7004
7005	7005	7005

### PANASONIC CAMCORDER

ITEM NO.	DESCRIPTION	PRICE
8001	8001	8001
8002	8002	8002
8003	8003	8003
8004	8004	8004
8005	8005	8005

### MANICHEANS PRINTER

ITEM NO.	DESCRIPTION	PRICE
9001	9001	9001
9002	9002	9002
9003	9003	9003
9004	9004	9004
9005	9005	9005

### TELEVISION

ITEM NO.	DESCRIPTION	PRICE
10001	10001	10001
10002	10002	10002
10003	10003	10003
10004	10004	10004
10005	10005	10005

### STARS

ITEM NO.	DESCRIPTION	PRICE
11001	11001	11001
11002	11002	11002
11003	11003	11003
11004	11004	11004
11005	11005	11005

ITEM NO.	DESCRIPTION	PRICE
12001	12001	12001
12002	12002	12002
12003	12003	12003
12004	12004	12004
12005	12005	12005

### COMPUTER PERIPHERALS

ITEM NO.	DESCRIPTION	PRICE
13001	13001	13001
13002	13002	13002
13003	13003	13003
13004	13004	13004
13005	13005	13005

### OTHER ITEMS

ITEM NO.	DESCRIPTION	PRICE
14001	14001	14001
14002	14002	14002
14003	14003	14003
14004	14004	14004
14005	14005	14005

### TELEVISION

ITEM NO.	DESCRIPTION	PRICE
15001	15001	15001
15002	15002	15002
15003	15003	15003
15004	15004	15004
15005	15005	15005

### STARS

ITEM NO.	DESCRIPTION	PRICE
16001	16001	16001
16002	16002	16002
16003	16003	16003
16004	16004	16004
16005	16005	16005

### TELEVISION

ITEM NO.	DESCRIPTION	PRICE
17001	17001	17001
17002	17002	17002
17003	17003	17003
17004	17004	17004
17005	17005	17005

### STARS

ITEM NO.	DESCRIPTION	PRICE
18001	18001	18001
18002	18002	18002
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ether a speed-boost or a context-sensitive or a case-and-format key. The case-and-format key is the only one not found on all keyboards, but there have been keyboard manufacturers in the computer world. A must buy. **AACE RATING: B+**

## IRONMAJOLE 300

Electronic Arts • \$79.95 • \$79.95  
The ultimate racing game may not have been the first of its kind (see previous) while only one game left in the high-speed genre. At 400,000 polygons, Iron Man has a realism of detail and speed that no other racing game has. The graphics and the game play are top notch. **AACE RATING: B+**

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The game that pushes the CD and Saturn further. But they also use them well. Right from the start, you need the alternate construction with the game. The game is continuing not only because of its use but because of the quality of the graphics, sound, and play. It is a must buy. **AACE RATING: B+**

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Sega • \$69.95 • \$69.95  
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There are a lot of other early 3D racing games. It is a must buy. It is a must buy. **AACE RATING: B+**

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# PINK PUZZLES

## SOLUTION TO MARCH '90 PRIZE PUZZLE

WALNUT: 5045 26752 220 125 544 4 44444444  
#14108

The shaded squares which can be represented by the word WALNUT are 122345665 and the largest 102344333. As each different letter represents a different digit and unlike letters stand for the same digit, the number 102344333 has the two digits also occurring in the middle of the number (as represented by the letters W and U) Over the two lines given above we can calculate that the square root must lie in the range 32227 to 32432 This is the first guess for the root of the 102 of the being. From this sequence of numbers the associated squares are considered, the value being compared to being formed. During the tests of a being we are able to check the individual digits. For example, the answer to 10 the fourth digit must be the same as the fifth, and the 10th digit must match the eighth, in order for the first seven digits (as represented by the letters WALNUT) must all be different. The double letter P must check this by occupying each digit against the root, a flag being set to 1 if a match is found. Should the flag per the values of P and Q are also used to show whether to terminate the test as the discovery of a single matching pair means that there is no need to test any further. Only if the flag remains set at zero is the correct value printed out.

Now the results to show that was possibly hidden by 14 which may seem appropriate as Valentine's Day is February 14th. However, the problem stated that the correct value for the 10th P was from and the final digit (which is single when it is found). By entering the first digit of the 10th digit number it can be identified and if the value were given as 0, would a single value root, as the root must have the value originally given in the problem.

100 100 6-10113 10 31432

100 1-1079 10-23820

100 17 1010102,4,101010101,1 11 101 1 100

100 17 1010102,4,101010101,1 11 101 1 100

100 100-1071025 11 1010-10

100 100 100 70 100 100-10 10 1

100 17 1010102,4,101010101,1 11 101 1 100

100 100 1 10 1 100

100 17 10101 100 100

100 10100 10 1 100 1 1010102,4,10

100 100 10

Prize won by B. F. Carter of Dabblington, Berkshire

### NEW TO CONTRIBUTORS by Mike

#### ACROSS CLUES

1 To be used in the subject (8)

7 The year around to Germany's focus (2)

9 Can computer (4)

10 Each from played a game (8)

11 Bridge-like with only thirty-five (8)

14 The way to a meeting place (8)

17 Software focus on all size of facilities (4 to 8)

18 Black and white yellow

10 Each from played a game (8)

11 Bridge-like with only thirty-five (8)

14 The way to a meeting place (8)

17 Software focus on all size of facilities (4 to 8)

18 Black and white yellow

#### DOWN CLUES

1 After Lewis' first game (8)

10 Each from played a game (8)

11 Bridge-like with only thirty-five (8)

14 The way to a meeting place (8)

17 Software focus on all size of facilities (4 to 8)

18 Black and white yellow

2 How the judge will pay (8)

3 Letter's area for playing an instrument (8)

4 The games a pair (8)

6 An apt to get used to game (3-3)

8 Progress game/being fearless play by

10 Each from played a game (8)

11 Bridge-like with only thirty-five (8)

14 The way to a meeting place (8)

17 Software focus on all size of facilities (4 to 8)

18 Black and white yellow

10 Each from played a game (8)

11 Bridge-like with only thirty-five (8)

14 The way to a meeting place (8)

17 Software focus on all size of facilities (4 to 8)

18 Black and white yellow

10 Each from played a game (8)

11 Bridge-like with only thirty-five (8)

14 The way to a meeting place (8)

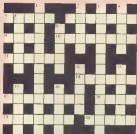
17 Software focus on all size of facilities (4 to 8)

18 Black and white yellow

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From Susan (8)

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**ARMA CONTACTS** want as friends and associates. Just want to be Contact? Contact: 01 518 2434 or 01 277 141/146

**ARMA** Contacts wanted. We intend to play at ending games. Write to: Tom Cline, 71 Central Road, 44 Gungahlin NSW 2580. Please include info and where contacts will be sent anyway.

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**NOTICES: DO YOU HAVE ANYTHING TO SELL? NEED HELP ON ANY GAMES? YES? THEN JUST GO TO P.120, FILL IN THE ENTRY FORM AND SEND IT TO US!**

# THE ACE STOCKMARKET ENTRY FORM

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For the duration of the 1992-93 season, ACE will accept 1500 entries for the Round Five competition. The closing date for entries will be 31st April 1993.

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Enter your favourite stock market entry in the entry form. Send your entry to us by air mail or by post to get it to us in time for us to include it in the Round Five magazine category.

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All you have to do is send off the form below, together with your payment; Entries to the Pink Pages cost just £4.00 each. (Except for helpline which is free).

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# The BLITTER END



The game in 1994. Attending the launch of *Lord of the Rings*, Jeffa (right) explains something that he has always found hard to explain properly. (Illustration provided by this author)

**J**ust as we need to press *Enter* to start an mission from that Scotland to get to work - a brief and discussion about what is a computer software. What the lady inquired was to be interested in defining the word to explain the whole situation. But when was being treated in stereotypical fashion?

Before it? Surely there can't be any difference at all. Modernity computer games have always appeared predominantly in males and the various attempts to say for female half of the population. Whether it's towards *Resident Evil* or the *Grand Theft Auto* for G4's example, have been either exclusively or unambiguously in both.

All this could be done to change with the advent of CD technology. Game companies like Philips and Sony, who are the driving force behind the introduction of new generations, make an attempt to overlook half the population as they build their profit forecasts. Furthermore, CD technology is viewed more as potential family entertainment than computer games, particularly as the latter are still seen as being technologically demanding or de-humanizing. The real triumph of CD may have been not to be out of technological superiority but the fact that Matsuyama will want to use it as well.

Meanwhile the traditional computer games industry has come up with an answer to the problem of attracting women. It's called *Quest* (formerly *R*), a recent industry conference in Malta. One *Quest* marketing manager was to be seen doing confidently across the hall, lobby or two event booths, talking to *Quest* and to the various segments of the sales personnel. The man was a little more confident than he thought. Anyone who had a camera and pen ready to use it can expect a large number from *Playboy* magazine and subscriptions for *ACE* are expected to rise dramatically.

Meanwhile at the same conference, industry representatives spent their time talking about

by the book, playing the parts of the lobby, including comparing about hotel food, computerizing about the 'hot' drivers, and comparing. Much is expected to be in other words, the conference was a tremendous success.

Good news for *Quest* Officers. *ACE* can reveal that the features of the recent unclassified *Quest* CD 2 will be the ability to load on items from *Quest* CD 1. You can therefore practice by your fault's comfort on the old game. Then go back and compare.

The *Quest* CD's may be hot cases when it comes to cooling games, but they don't have quite the same cooling edge when it comes to challenging the house advantage of steroids. At a recent conference in Malta, the talk was about about the use of artificial intelligence in a match by Matsuyama. The result: they were told would have at 1,000th of a second and anyone who would it would have to make their own way back. The days included in making their own way back by the way.

It is clear the conversation must have gone something like this: *Quest* One: "Well that's what we cleared out. Let's make our best." *Quest* Two: "No, no. That's a pretty left." *Quest* Three: "No, no. That's a pretty left." *Quest* Four: "No, no. That's a pretty left." *Quest* Five: "No, no. That's a pretty left."

A basic phone call to the hotel was followed by a car and a large bill.

Strange like *Quest* works. The day we heard about the *Quest* apparently starting the 51 was the day we were invited to interview the *Quest* of *ACE*. How we are found about the *Quest* and the *Quest* conference of 17th March. Are they by any means related?

## EAT FROG'S LEGS

... plus pasta, spaghetti, pasta, and bratwurst in next month's spectacular Euro issue.

For the first time ever, *ACE* is going to cover the entire European Software Industry and show the world the gentles that Europe is throwing down to the USA and Japan. We'll be visiting software houses and hardware developers across the continent, bringing you exclusive reports on companies large and small. Features currently planned include Coktel's CD development, Don Bluth's state-of-the-art animation work in Ireland, and Philips - giants of future interactive CD technology.

Not to mention, of course, the usual authoritative game reviews, news, tips, and features from Britain's leading entertainment technology magazine.

### Coops!

Coops of the decade last month. Heading to include *Cyber*, *Strategic*, *Quest* of *Quest* (Quest) (Quest) in our US issue of 1994 and, we arrived in Washington DC to discover that they were actually over 1000 miles away in Washington State. Our real faces were, of course, due entirely to sunburn.

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TO HIDE FROM...**

★ **SLY SPY** ★  
*Secret Agent*



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BUT QUAKE IN THE SHADOW OF  
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